

By Kevin Siembieda

UPDATE: New Palladium website should go live *any day now*. Really. We thought the website would be up earlier this week, but we were delayed due to a handful of technical issues; including waiting for our host company to make some necessary changes. That was okay, as it gave us time to make additions and changes to make the new website even better. It's rather like working on a manuscript for a book: every time one of us takes a pass at it, we see something that could be improved, tweaked or should be changed. So we've been making improvements while we wait.

I'm told we should go live *Friday night*, but it could be over the weekend or on Monday. Our apologies for the delay. I know Rex, Thom and all of us are chomping at the bit to see the new Palladium website go live. We hope you'll like the new look and improvements. The website has been completely redone from the ground up and we'll continue to make changes and improvements in the months to come. Our appreciation to those of you who offered comments and suggestions, as well as to *Rex Barkdoll* for the Herculean amount of work and creativity he put in to it.

UPDATE: Palladium's Facebook numbers continue to grow. We surpassed the mark of 2,500 people who like the page by 108 and are on our way to 3,000. It's nice to see so many people finding us and enjoying the page. I continue to post on our

[Facebook page](#)

on a regular basis – every couple of days, though I think I have popped in 4-5 days in a row this week. I'm encouraging the Palladium crew and freelancers to make more appearances too. Along with myself, Alex, Wayne, Mike Mumah, Brandon Aten, Irvin Jackson, Mark Oberle, Carl Gleba, and Braden Campbell, among others, are regulars on the page.

[Join the fun](#)

UPDATE: Online sales slumped this week. Sales were so-so this week. Hey, it happens. I'm not worried. As Palladium continues to build momentum with the new website going live, regular releases of new titles, and growing excitement over our plans for the future, sales will bounce back up. Folks are clamoring for the two **Rifts®**

Vampire

titles, as well as

Rifts® Lemuria, Robotech® New Generation™ Sourcebook

and

Rifts® Megaverse® in Flames,

so now it is simply a matter of getting them finished and to press.

UPDATE: Rifts® Thundercloud Galaxy™ continues to get positive feedback and sell well. So are **Armageddon Unlimited™, Dimensional Outbreak™, Heroes of the Megaverse®, Rifts® Japan, Rifts® Lone Star™** and **The Rifter® #54,** along with other titles. Have you ordered the books you've been meaning to get? Get 'em now or wait until the new store, but make sure you get them. ;)

UPDATE: More Sneak Previews coming your way. People have been enjoying the free sneak previews of [Armageddon Unlimited™](#) and [Thundercloud Galaxy™](#) available from [DriveThruRPG.com](#) so much that we will try to do one for every new release from now on. DriveThruRPG.com is also a good resource for getting **The Rifter® #1-48** and to fill in your RPG library with first edition copies of **Rifts®, Palladium Fantasy®, Heroes Unlimited™,** and other game lines as well as books such as **Nightbane® Book Four: Shadows of Light™** and both versions of the **The Mechanoids® RPG** (1985) and **The Collected Mechanoid Invasion® Trilogy** (1981-1983).

UPDATE: Rifts® Japan and **Rifts® Lone Star™** are selling like crazy. I didn't realize these two books were in such high demand. Among other titles reprinted this year, the **Palladium Fantasy RPG®, Rifts® Game Master Guide, Rifts® Dark Conversions™, Rifts® World Book 5: Triax & The NGR™, Rifts® Mercenaries™, Rifts® Bionics Sourcebook,** and **Rifts® China One** are also flying off the shelves. **Rifts® Book of Magic** is the next out of print book to be brought back into print by the end of the month.

UPDATE: Rifts® Vampire Kingdoms™. I am pumped up about this book! I've been inspired

and the writing is coming along very well. The vampire section is being rewritten from the perspective of *Doc Reid* and presents new vampire information, details, powers and dangers, as well as notes about their behavior, hierarchy and society. I've added much more about the Vampire Kingdoms themselves, how they treat humans, who protects them during the daytime, and the threat the Vampire Kingdoms represent to the outside world. There is also information about becoming a vampire hunter, playing a vampire character, and getting in and out of Mexico
alive

UPDATE: Rifts® Vampires Sourcebook. I'm just as excited about this book as Vampire Kingdoms and I've been making notes and kicking material that doesn't fit in *Kingdoms* into the sourcebook. Both will be very different, but excellent companions for each other. Perfect for ongoing campaigns.

UPDATE: Robotech® New Generation™ Sourcebook. I've been focused on getting the new website ready for launch and working on Vampire Kingdoms, so there has been no movement on this title this week.

UPDATE: Rifts® Lemuria. I've been promising artists assignments for this baby for a month, I'd better get to it.

UPDATE: Rifts® Megaverse® in Flames. I can hardly wait to see the finished cover. Need to assign art for this too.

BACK IN PRINT: Rifts® Book of Magic will be back in print by the end of May. I'm waiting for an exact ship date from my printer. The release date of May 25, announced last week, is incorrect. I forgot we "sew" and glue core books so the pages can never fall out. My printer caught the error and contacted me to ask if I wanted the 356 page

Rifts® Book of Magic

sewn. Of course I said yes, but that will delay the book several days to a week. At this point the ship date is looking like May 31st.

The following products are also recently back in print and ready to ship:

- [Rifts® World Book 8: Rifts® Japan™](#)
- [Rifts® World Book 13: Lone Star™](#)
- [Rifts® Dimension Book™ 6: Three Galaxies™](#)
- [Rifts® Black Vault™](#)
- [Rifts® Mercenaries™](#)
- [Aliens Unlimited™](#) – **A Heroes Unlimited™ sourcebook**
- [Rifts® Baseball Caps](#)

Murmurs from the Megaverse® – The Dark Secret of John Zeleznik has proven to be a lot of fun on the Palladium Message Boards and on Palladium’s Facebook page. John has been a good sport about it and has played along. But is this all innocent play? I must point out that since my calling John out, the *Detroit Red Wings* (our hockey team) have been winning games. Coincidence? I think not. We’ll see if we have broken John’s evil plot once and for all when the Wings win Game 7 of the current series tonight. Go Wings.

[Click here](#) to read all about this crazy conspiracy theory and evil plot.

Palladium Presence at A-Kon – June 10-12, Dallas, Texas. Reminder to fans in the Dallas-Houston area that Megaversal Ambassador Kenneth Haun is running Palladium gaming events at A-Kon. Join the fun. Sorry, none of us can make the event.

Palladium to attend Gen Con Indy – August 4-7. I mention this every week because we want to make sure everyone knows and swings by our booth. Spread the word. Even though there are no “official” Palladium gaming events there are always a bunch of “unofficial” games. Please stop by the Palladium booth to chat and get autographs, pick up new books and back stock titles, and have some fun. Palladium people you’ll get to meet include:

- Kevin Siembieda
- Wayne Smith
- Nick Bradshaw (artist)
- Michael Mumah (artist)
- Brandon Aten (writer)
- Matthew Clements (writer; tentative)
- And others to be announced.

QueenofGhouls.com – Kathy Simmons has a creative whirlwind and has yet another new

zombie or two going up on [her store](#) this weekend (by Sunday). One's a female zombie that looks awesome and is waiting for a few finishing touches before she puts it in the store.

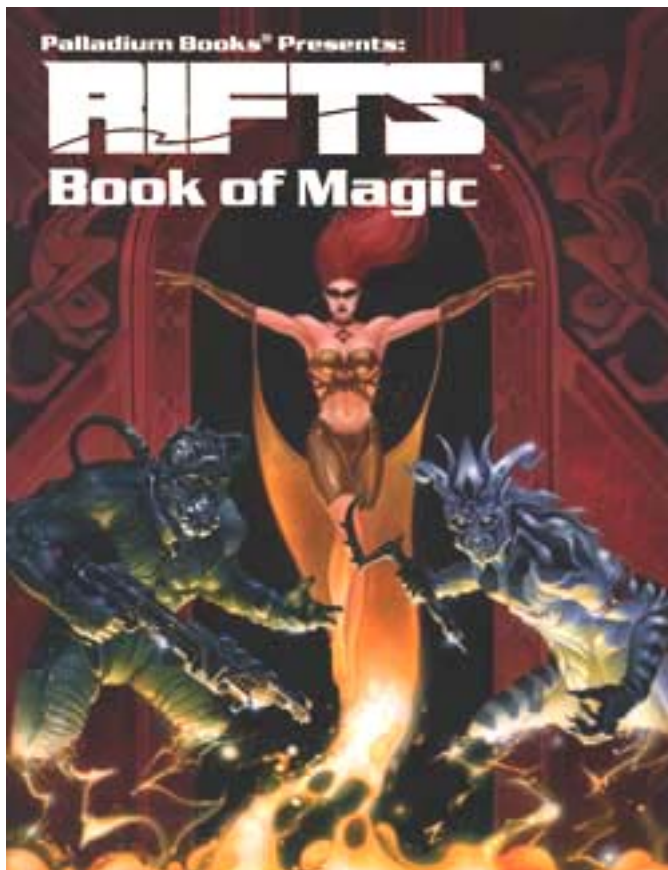
UPDATE: Alex. Lots and lots of rain has delayed getting the new roof put on this week at Alex Marciniszyn's fire-damaged home. Weather permitting, the new roof goes on next week and the electrical work starts on Monday (the whole house needs to be rewired). All of this has been hard on Alex, but he is entering the final phase. He hopes to be back home by the end of the month.

Update: Palladium Birthdays. We celebrated Wayne's birthday last Friday. Thom was there too and we had a nice time. Wayne reveled in the adulation and was showered in gifts. Kathy Simmons' is next, followed by Alex Marciniszyn's a week later, and Thom Bartold's 10 days after that. All in June.

Behind the Scenes: Is there more going on behind the scenes? Of course there is. We continue to listen to your input and ideas, we continue to research and explore new realms of possibilities on many different fronts, and excitement remains high. I'll offer some more Behind the Scenes details every few Weekly Updates. Right now, I'm writing my fingers off and working hard to get the next 3-4 books to the printer.

Keep those imaginations burning bright, enjoy the new website when it finally appears (soon!) and game on.

– *Kevin Siembieda, Publisher*



**Rifts® Book of Magic – Back in Print
– Ships May 31, 2011**

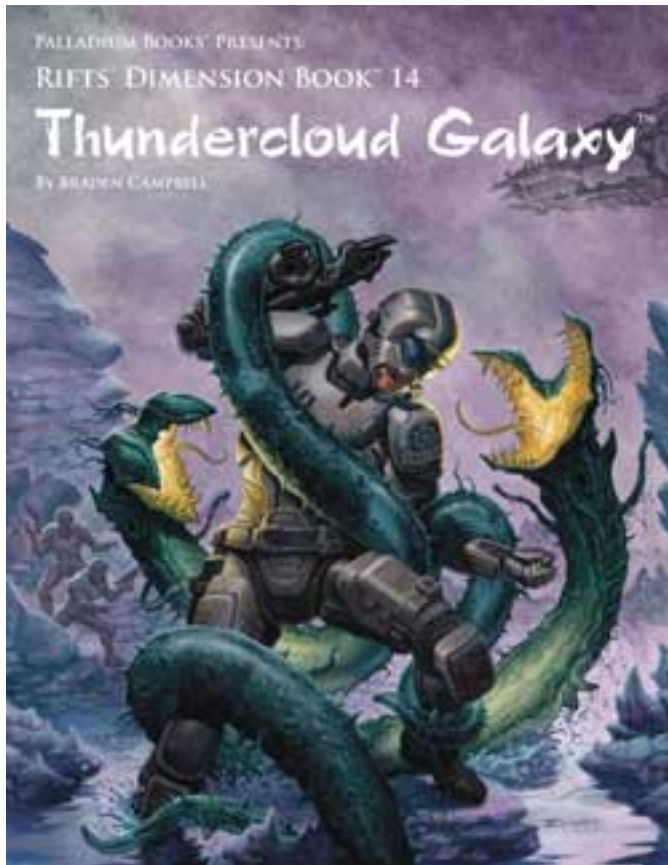
This is the ultimate guide to magic on Rifts Earth. All the magic spells, magic tattoos, Techno-Wizard items, magic weapons, equipment, body armor, restraints, parasites, symbiotes, magic items, Automatons, Iron Juggernauts, and more from *Rifts® World Books 1-23*, *Sourcebooks 1-4*, and *Siege on Tolkeen 1-6*, collected into one big reference.

Note:

There is a slight delay at the printer. There is a slim chance we'll get the book by May 25, but it looks more like it will be May 31.

- 850+ spells of great variety.
- 370+ magic items, weapons and devices.
- Elemental Magic, Temporal Magic, Ley Line Magic, Cloud Magic and Necromancy.
- Tattoo Magic, Nazca Line Magic, Nature Magic, Whalesongs and Ocean Magic, and more.
- Magic Songs, Chants, Biomancy, Magic Herbs, and Iron Juggernauts.
- Techno-Wizard weapons and devices, Rune Weapons, Millennium Tree wands and other magic items.

- Magic herbs, plants, components and symbiotes.
- Shamanistic magic, Fetishes, Talismans and more.
- Comprehensive index of Practitioners of Magic.
- Designer notes, comments, tips & hints for running magic characters.
- Written by Kevin Siembieda and others.
- 352 pages – \$26.95 retail – [Cat. No. 848](#) .
- Back in print May 31, 2011.



NEW! Rifts® Dimension Book™ 14: Thundercloud Galaxy™ **– Available Now**

The book is sitting in our warehouse waiting for you to order. It is packed with great ideas, great art, unique, new alien races available as player characters, weird creatures and monsters, secrets of the Gene-Tech, weapons of the Dominators, ancient ruins, colony creation rules, adventure galore and much, much more.

The Scramble is the mad dash to claim and colonize the thousands of worlds of the

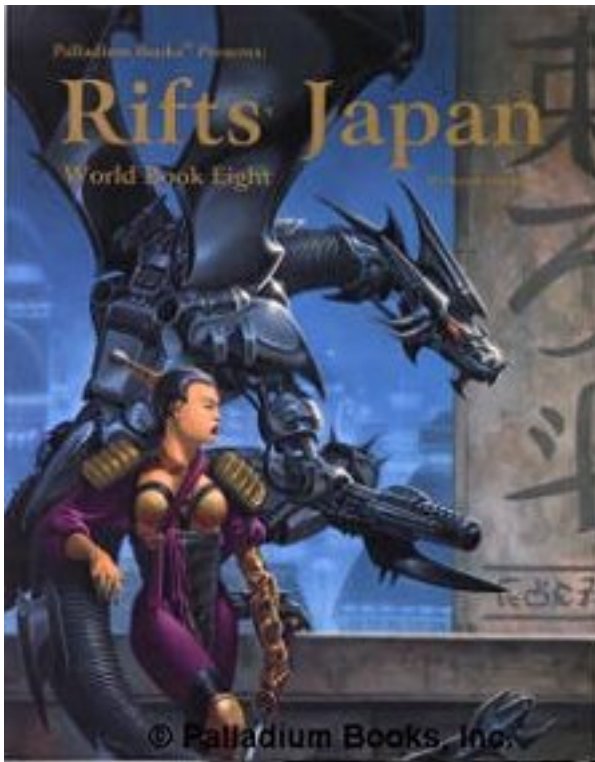
Thundercloud Galaxy. Colonists flock to the Thundercloud filled with dreams. Space Pirates and an array of cutthroats also flock to the galaxy, guns in hand, ready to rob and fleece the colonists. Lawmen and heroes are in great demand, and the opportunities for clever adventurers are said to be without limit. As the civilizations of the Anvil and Corkscrew Galaxies scramble to colonize the Thundercloud, they are beginning to realize the galaxy holds more riches, beauty, horrors and secrets than anyone has ever imagined, making it a place of discovery, adventure and treachery like no other.

Thundercloud Galaxy™ is a perfect companion to the rest of the **Phase World®/Three Galaxies™** based *Dimension Books* as well as the *Minion War™* series.

Players can be pirates, raiders, brigands or hired guns, or they may be explorers, adventurers, Spacers, or any number of heroes trying to protect the colonists or the indigenous peoples of countless worlds and colonies. The possibilities are truly limited only by your imagination.

- **17 new alien R.C.C.s plus the Elder Races, Dominators and more.**
- **9 notable monsters and strange creatures, plus minions.**
- **Learn about the mysterious Elder Races, complete with stats.**
- **Dominator weapons, gear and salvage available to players.**
- **Gene-Tech and their chemical enhancements, gear and salvage available to players.**

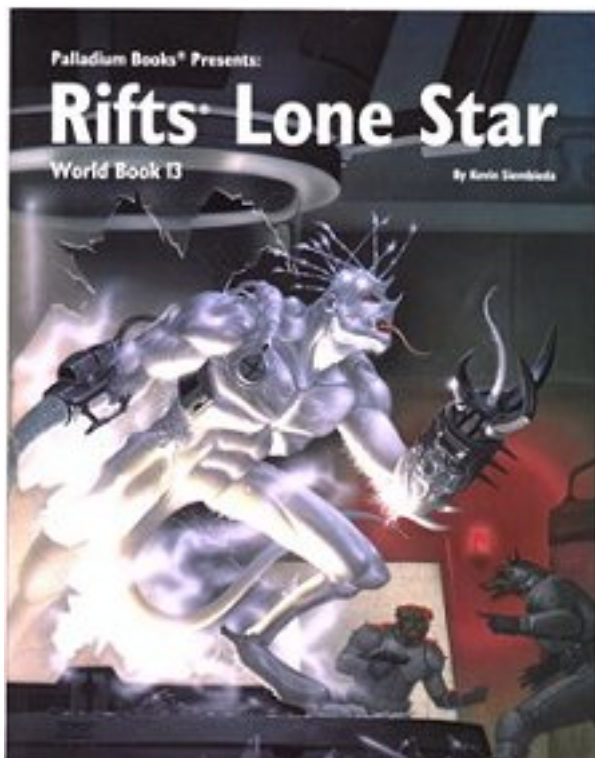
- **Monster Creation Tables.**
- **Colony Creation Tables.**
- **Indigenous People Tables.**
- **101 Ruin Adventures.**
- **Notable spacecraft, weapons, power armor and gear.**
- **Discover the Exiles, Splugorth Bio-Wizard Doctors, Denlech, Trensik Mercenaries and other mysterious people.**
- **An overview of the Thundercloud Galaxy, bits of history, new insights and many avenues of adventure.**
- **Any type of space opera and science fiction scenario you can imagine can be played out in the Thundercloud Galaxy.**
- **Written by Braden Campbell and Kevin Siembieda.**
- **Cover by John Zeleznik. Art by Michael Mumah.**
- **160 pages – \$20.95 retail – [Cat. No. 883](#) . Available now.**



Rifts® World Book 8: Rifts® Japan™ **– Back in Print – Available Now**

This fan-favorite sourcebook is filled with high-tech wonders, magic and monsters. There are 20 O.C.C.s (Occupational Character Classes) that range from the traditional ninja and samurai to power armor, giant robots and cyborgs.

- 20 O.C.C.s including the Mystic Ninja, Ninja Cyborg, Ninja Juicer, Cyber-Samurai, Ninja Techno-Wizard, Japanese Demon Queller & more.
- 12 suits of power armor including Samurai SAMAS and Glitter Boys.
- 9 giant robots.
- Cyborgs of Japan, including Dragon Cyborgs and other bionics.
- Advanced weapons, melee weapons and other gear.
- Mystical powers and martial arts.
- Enchanted weapons and items including the Living Samurai Sword.
- 11 notable demons, goblins and dragons of Japan.
- Kyoto Millennium Tree, visions, wands and weapons.
- Overview of Japan, its people, magic and technology.
- Written by C.J. Carella.
- 216 pages – \$24.95 retail – [Cat. No. 818](#) . Available now.



Rifts® World Book 13: Lone Star™
– Back in Print – Available now

The Coalition State of Lone Star is a wild and woolly place of contrast and conflict. The Coalition States claims the entire State of Texas as their own, but they only control a small corner of it. It is here, at the Lone Star Complex, that the CS engages in genetic engineering and creates the famous Dog Boys and a host of other mutants. The rest of the state is held by the Pecos Empire – an empire of bandits, outlaws and rebels. The perfect companion to **Rifts® New West™**, **Rifts® Spirit West™**

and
Rif

ts® Machinations of Doom™.

- 19 R.C.C.s, many of which are mutants.
- A few new O.C.C.s.
- Dog Boys – an in-depth look at how they are designed, bred and trained.
- Dog Boy armor and CS weapons.
- CS Death Wing assault armor.
- Hover cycles of the Lone Star state.
- Notable characters in the region.
- Overview of Lone Star and the Pecos Empire.
- Overview of the Lone Star Complex and the mad doctor who runs it.
- A wealth of background material and adventure ideas.
- Written by Kevin Siembieda.
- 176 pages – \$20.95 retail – [Cat. No. 825](#) . Available now.



NEW! The Rifter® #54 **– Available Now**

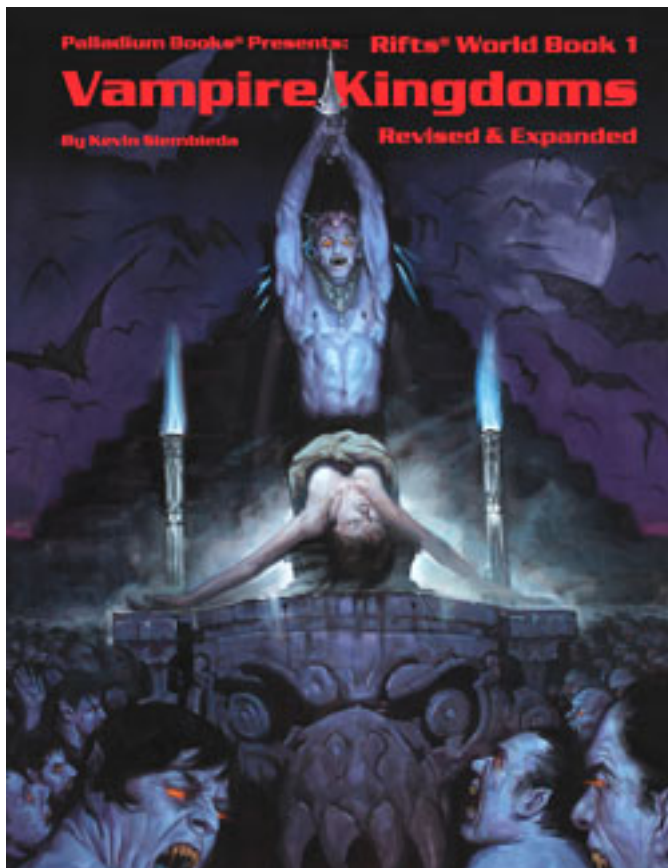
This is another landmark issue of **The Rifter®** filled with epic source material, exotic places, strange critters, adventure settings, good stories and ideas.

The Rifter® is your doorway to unlimited imagination and numerous Palladium role-playing worlds. It offers new heroes, powers, weapons, magic and adventure for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider.

The Rifter® #54 includes:

- **The Final Chapter of *The Hammer of the Forge™***, by *James M.G. Cannon*. The pulse-pounding conclusion of this epic tale.

- Dawn of a New Era, Part Two – Heroes Unlimited™.
- A Megaversal™ Menagerie – for many world settings.
- The fortress city of New Chillicothe, Missouri – Rifts®.
- Dark Day™ Chronicles, Volume 2. A Nightbane® short story.
- News and coming attractions.
- Cover by Michael Leonard in honor of The Hammer of the Forge™.
- \$11.95 retail – 96 pages – [Cat. No. 154](#) . Available now.



NEW! Rifts® World Book One: Vampire Kingdoms™, *Expanded & Updated*

Kevin Siembieda is reorganizing, tweaking, expanding and updating one of the most popular **Rifts® World Books**

ever published:

Vampire Kingdoms™.

This will include

some

new artwork, rewrites throughout, much new material and an expanded page count. The book

will be updated and expanded in much the same way as Kevin did with **Rifts® Sourcebook One** a few years ago. Best of all, it will be quickly followed by the **Rifts® Vampires Sourcebook™**.

- The observations of Doc Reid.
- Vampires: Their strengths, weaknesses and powers.
- The Vampire Kingdoms expanded.
- Vampire strategies and plans for conquest.
- Vampire hunters and Techno-Wizard slayer devices (new and old).
- Key locations including Juarez and El Paso.
- The mystery of the Yucatan Peninsula.
- Monsters, D-Bees, and adventure ideas galore.
- Updated and revised to 110 P.A.
- Cover by E.M. Gist. Interior art by various artists.
- Written by Kevin Siembieda.
- 192 to 224 pages – \$24.95 retail – [Cat. No. 802-E](#) . May 2011.



NEW! Rifts® Vampires Sourcebook™

All new source material

Trouble is stirring in the Vampire Kingdoms as ambitious vampire lords, ladies and misanthropes seek to expand their power to dominate more mortal life forms.

Written by Kevin Siembieda and a handpicked selection of other writers, this sourcebook explores the vampires of Mexico and their kingdoms in ways you never imagined. Tons of new data, adventure ideas and revelations.

- Vampire protectors and guardians.
- Vampire rogues, mercenaries and warlords.
- Vampire operations away from the Kingdoms.
- Vampire incursions along the southern borderlands.
- New vampire hunters and human strongholds.
- Vampire hunter “exterminators.”
- Frightful revelations, secrets, and adventure ideas.
- And much, much more.
- Cover by Michael C. Hayes. Interior art by various artists.
- Written by Kevin Siembieda, Braden Campbell and Mark Dudley.
- 128 pages – \$16.95 retail – [Cat. No. 884](#) . June 2011.

NEW! Robotech® New Generation™ Sourcebook

This Robotech® sourcebook will be a Summer 2011 release.

- Rules for using mecha, power armor and technology from all four eras of Robotech.
- Kit-bashed mecha and rules for jury-rigging and combining parts from different generations of mecha.
- Freedom Fighter O.C.C.s and resistance organizations.
- Rogues and misfits from the three Robotech Wars.
- New weapons, vehicles, mecha and more.
- Villains, traitors, bandits, Invid henchmen, adventure and adventure ideas galore.
- Written by Kevin Siembieda and Irvin Jackson.
- A “manga” size sourcebook.
- 192-256 pages – \$16.95 retail – [Cat. No. 554](#) . Final page count and price may be subject to change. Summer 2011.

NEW! Rifts® World Book: Lemuria™

At last, the underwater realm of Lemuria. The people and history of Lemuria, new magic, sea herbs and healing, sea monsters, and more.

- **The Lemurians, their race, history and society.**
- **New O.C.C.s including the Serpent Hunter, Shriekers, Oceanic Guardsman, Aquatic Biomancer and others.**
- **The Stone Guardians of Easter Island and other mysteries.**
- **Biomancer Gardens and Aquatic Biomancy.**
- **Bio-Armor, Bio-Weapons and Bio-Construct Symbiotes.**
- **New psionic abilities.**
- **Sea Serpents, monsters, adventure ideas, and more.**
- **Written by Greg Diaczyk.**
- **160 pages – \$20.95 retail – [Cat. No. 885](#) . Final page count and price may be subject to expansion and increase. Summer 2011.**

NEW! Rifts® Megaverse® in Flames™

The Minion War spills across Rifts Earth, where demons and infernals hope to recruit allies and use the Rifts as gateways of destruction. Their influence shakes things up across the planet, especially at locations where demons and Deevils already have a strong presence. More details to follow, but for now, 'nuff said.

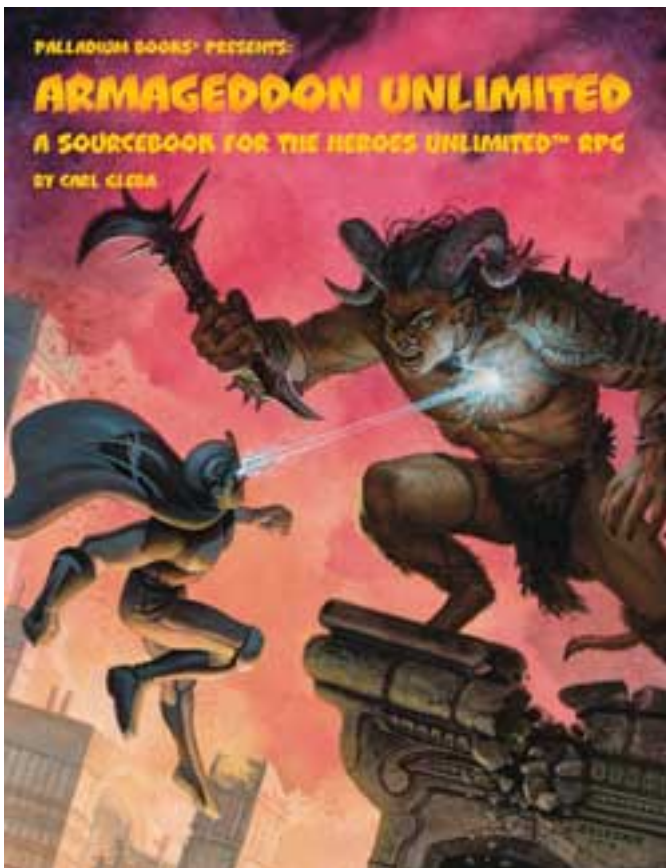
- **Soulmancer and Blood Magic.**
- **The Seven Deadly Plagues.**
- **The Demon Plagues across the globe.**
- **Battleground: Earth – as demons and infernals amass their legions.**
- **Rifts Calgary – also known as Hell's Pit; the kingdom described.**
- **Ciudad de Diablo, Harpies' Island and other notable Hell holes on Earth.**
- **Lord Doom, Pain and other demonic leaders.**
- **Horune treachery, Dimension Stormers and other villains.**
- **Global chaos and the places most dramatically affected by the Demon Plagues.**
- **Notable demonic generals, mercenaries, people and places.**
- **Many adventure ideas.**
- **Written by Carl Gleba.**
- **192 pages – \$24.95 retail – [Cat. No. 876](#) . Summer 2011.**

NEW! Rifts® Chaos Earth™ Sourcebook: First Responders

Data about the chaos and madness of the early days of the Great Cataclysm, and the brave

men and women who tried to stem the tide of destruction and save lives, the First Responders.

- **Apocalypse Plagues: Strange diseases, symbiotes and mutations that transform, torment, harm and kill Earth's survivors.**
- **First Responder O.C.C.s, skills and special equipment.**
- **Civilian O.C.C.s, skills and orientation.**
- **Notable rescue vehicles, robot drones, and technology.**
- **New weapons, vehicles, mecha and more.**
- **Character modification and enhancement rules.**
- **Creatures from the Rifts and adventure ideas galore.**
- **Written by Jason Richards & Kevin Siembieda.**
- **96 to 128 pages – \$16.95 retail – [Cat. No. 665](#) . Coming in 2011.**



Armageddon Unlimited™ for Heroes Unlimited™ and the Minion War™ – Available now

Armageddon Unlimited™ is the ultimate good vs evil setting and adventure. The fate of the world hangs in the balance and only you can stop its destruction as demons and Deevils fight

for control of the Earth and bringing about the end of life as we know it.

Armageddon Unlimited™ is more than an epic world-saving adventure, it is also a sourcebook jam-packed with new powers, magic, weapons and Power Categories that can be incorporated into any *Heroes Unlimited™* campaign. This book can be used as a standalone adventure sourcebook for

Heroes Unlimited™

or as a pivotal plot in an expansive Minion War™ campaign. Get a free

[sneak preview](#)

of the book from DriveThruRPG.com.

- **7 new Minor and 14 Major Super Abilities.**
- **Deevil and Demon magical Chaos Weapons.**
- **Enchanted Weapons of Order and a few Enchanted Objects.**
- **Demon Hunter Power Category and abilities.**
- **Crusader of Light Power Category and abilities.**
- **Heroic Hellion Power Category – play a “reformed demon.”**
- **Hellion monster creation table.**
- **Magically Bestowed Variant Power Categories and abilities let you wield weapons that empower good and destroy evil.**
- **Doctor Vilde, the mastermind behind the Armageddon plot.**
- **The secret island base of Doctor Vilde and 16 maps.**
- **More than a dozen NPC villains.**
- **The Church of Unity and its role in bringing about Armageddon.**
- **The Chaos Generators – the key to stopping Armageddon.**
- **A menagerie of evil villains, people and places.**
- **The Armageddon scenario, adventure ideas and Minion War™ on Earth.**
- **Written by Carl Gleba. Additional text by Kevin Siembieda.**
- **Cover by John Zeleznik.**
- **160 pages – \$20.95 retail – [Cat. No. 527](#) . Available now.**



“Rifts® Logo” Baseball Cap – Back in Print

Back by popular demand. A black Rifts® Logo on a khaki baseball cap with black trim. Looks great and fans love it! Makes a great gift.

- Cotton cloth fabric, khaki color with black trim and black Rifts logo.
- Cloth Velcro strap for size adjustment. A nice cap.
- \$14.95 per cap – [Cat. No. 2544](#) – Available to ship Friday, March 25, 2011.



PDF downloads from DriveThruRPG.com

This is a great resource for getting out of print Palladium titles and other select books. We’ve made 90 titles available as PDF digital downloads from **DriveThruRPG.com**. This is a great way to try Palladium products and get access to out of print RPG source material. Some notable titles include.

- [Splicers® RPG](#)

- [Beyond the Supernatural™ RPG](#) , First Edition Rules.
- [Boxed Nightmares™](#) for BTS, First Edition Rules.
- [Nightbane® Book Four: Shadows of Light™](#) .
- [The Mechanoids® RPG](#) and [The Mechanoid Invasion® RPG Trilogy](#) .
- [Palladium Fantasy RPG®](#) , First Edition Rules and select 1st Edition sourcebooks.
- [After the Bomb® RPG](#) and [sourcebooks](#) .
- [The Rifter®](#) issues 1-48.
- [The Best of The Rifter®](#)
- [Deluxe Revised RECON® RPG](#) and [Advanced RECON® Sourcebook](#) .
- And more – go to [DriveThruRPG.com](#) and check ‘em out.

2011 Palladium Releases

2011 New Releases & Back in Print

- [Rifts® Dimension Book™ 14: Thundercloud Galaxy™](#) – **New** – Available now!
- [Armageddon Unlimited™](#) – **New** – Available now!
- [The Rifter® #53](#) – **New** – Available now!
- [The Rifter® #54](#) – **New** – Available now!
- [Aliens Unlimited™](#) – **A Heroes Unlimited™ sourcebook** – *Back in print* – Available now
- [Rifts® World Book 20: Canada](#) – *Back in print* – Available now
- [Rifts® Dark Conversions™](#) – *Back in print* – Available now
- [Palladium Fantasy RPG®](#) – *Back in print* – Available now
- [Rifts® Game Master Guide](#) – *Back in print* – Available now
- [Rifts® World Book 5: Triax & The NGR™](#) – *Back in print* – Available now
- [Rifts® Bionics Sourcebook](#) – *Back in print* – Available now
- [Rifts® China One](#) – *Back in print* – Available now
- [Rifts® Megaverse® Builder](#) – *Back in print* – Available now
- [Rifts® Baseball Cap](#) – *Back in stock* – Available now
- [Rifts® Dimension Book™ 6: Three Galaxies™](#) – *Back in print* – Available now
- [Rifts® Black Vault™](#) – *Back in print* – Available now
- [Rifts® Mercenaries™](#) – *Back in print* – Available now
- [Rifts® World Book 8: Rifts® Japan™](#) – *Back in print* – Available now
- [Rifts® World Book 13: Lone Star™](#) – *Back in print* – Available now

May 2011 Releases

- [Rifts® WB One: Vampire Kingdoms™, Expanded & Updated](#)
- [Rifts® Book of Magic](#) – BACK IN PRINT

June 2011 Releases

- [Rifts® Vampires Sourcebook™](#)

- [Rifts® World Book™: Lemuria](#) (tentative)
- [Robotech® New Generation™ Sourcebook](#) (tentative)

July 2011 Releases

- The Rifter® #55
- [Rifts® Megaverse® in Flames](#) (Minion War™ crossover)

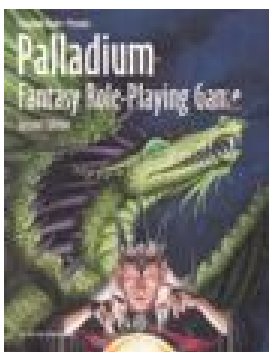
New Releases Coming Soon (tentative)

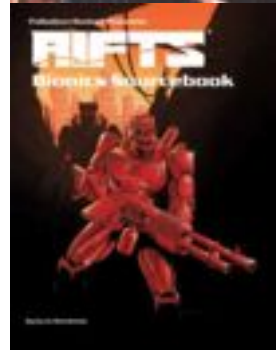
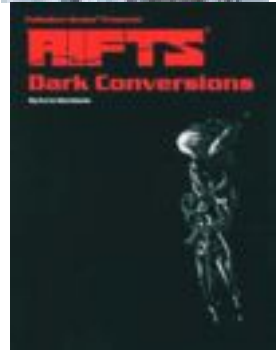
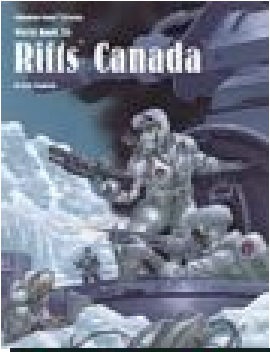
- [Rifts® Chaos Earth™: First Responders Sourcebook](#) (as soon as we can slot it in)
- Dead Reign™ Sourcebook Three

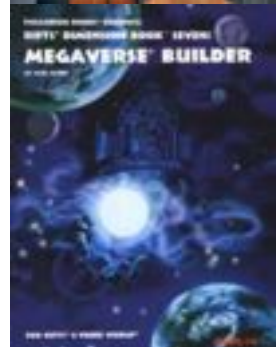
In the Pipeline

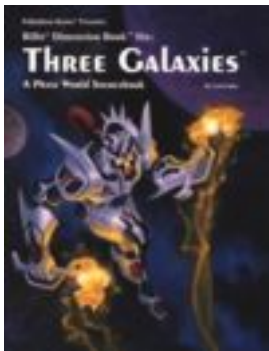
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Each is an all-weather, life-sized Halloween prop that can handle rain and snow, and is a one-of-a-kind work of art (no two are exactly the same). Each looks frighteningly “real.” All come apart and fold down to slightly larger than a king-size pillow for easy storage. Comes with easy instructions, a plastic storage bag, and the lawn stake to stand it up in your front yard. Indoor stand sold separately.

Types of “Ghouls” include: Zombies (all kinds!), killer clowns, wizards, witches, devils, grave ghouls, scarecrows, executioners, mad doctors, deadly nurses, vampires, werewolves, and more. Kathy's also now offering an array of hand-painted *Halloween signs*, signs with heads and bodies hanging from them, witch's brewing pots, Halloween centerpieces and more. Best of all, her high quality creations are much more affordable and imaginative than most competitors or mass produced items in a store, making them affordable Halloween fun.

If you think the photos online look good, you should see them in person. A typical “ghoul,” as she calls her creations, costs \$129-\$259. You can see some of her work at her **Queen of Ghouls™ Ebay store** – queenofghouls.com

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