



ARISIA 2014

WESTIN WATERFRONT HOTEL, BOSTON, MASSACHUSETTS
JANUARY 17 – 20, 2014

WRITER GOH
TANYA HUFF

ARTIST GOH
LUBOV

FAN GOH
JAMES NICOLL

Lubov



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BOSTON, MASSACHUSETTS
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MESSAGE FROM THE PRESIDENT


BY CONOR WALSH

WELCOME TO OUR 25TH ARISIA!

A wise Arisia staffer once said, “Arisia is an engine run by one-upmanship,” and I’ve found this to be true in the best way possible. It seems like just about every repeat volunteer says that they’re going to make things even better than they were last year. It doesn’t matter whether we’re improving on our own performance, someone else’s, or filling a position that hasn’t existed before—we are all, each of us, trying to do Even Better. In the decade since a dear friend

dragged me to this amazing weekend, it’s become more and more obvious to me that each of us wants to make our corner of the convention the best it can possibly be. We get a lot of new volunteers this way, too. We’ve gotten staffers from people who gave feedback at arisia.org/feedback, and many of our current staff got involved by showing up at a Concom meeting and saying “Hi, you don’t know me, but I have this awesome idea, and I want to work to make it happen, and I

have some friends I’ve convinced to help me, do y’all think this fits into the con?”

We’re pretty enthusiastic about cramming as much fun and community into a single weekend as we can. If that sounds like something you could get into, we’d love to have you join the team, and our meeting schedule is always posted at corp.arisia.org/calendar. 

MESSAGE FROM THE CON CHAIR

BY LISA HERTEL

What started, for me, with a flyer at my first Worldcon, Noreascon 3, has become a New England phenomenon. The largest literary science fiction convention in the Northeast, Arisia has grown annually (when we could) from its humble beginnings. There are many memorable moments: epic snow, a wedding, the “Mini-Arisia,” and many more. There are reports of a number of first meetings and conceptions, and one young attendee is named “Arisia.”


And then there’s the con most don’t see: the hundreds of volunteers. They work hard, play hard, and do it all for the love of Arisia. They are driven by our core philosophy: that there is room in fandom for everyone who can make room for others. Indeed, Arisia was one of the earliest conventions to have a Code of Conduct, now almost two de-

CADES old. Though on the forefront of innovation, Arisia holds on to core traditions, like our 35mm film room. Some of our experiments have worked well (like our Student Art Contest); others have faded with time (like our video contest). But we’ve always been open-minded.

Whether this is your first Arisia, or your 25.6th (like me), I hope you enjoy yourself. Take some time to see the artwork of Lubov, one of the finest oil painters I know; go to a panel with the erudite James Nicoll on it; or get a book signed by Tanya Huff, one of science fiction & fantasy’s most notable authors. All are from different cultures (yes, Canada is different), and they all examine different cultures, in various ways, in their writings and art. Enjoy our video gaming, masquerade contest, numerous panels, events, dances, and board games; and

don’t miss the Carl Brandon Awards, which honor diversity in science fiction & fantasy writing. (And if you should enjoy yourself late at night in a party, please do so responsibly.)

If this is your first Arisia, and you would like to meet people, I suggest volunteering. Eight hours will earn you a free T-shirt, and the 12-hour membership rollover for volunteering means that I have only ever bought one Arisia membership. It is the easiest way to make friends, and there are jobs for all skill levels: just ask in the volunteer lounge (Quincy room near Starbucks on the lobby level).

Once again, enjoy the 25th Arisia—and here’s to 25 more! 

IN MEMORIAM



Marty Gear as Uncle Vlad, 1994
photo 012294_08-25 by Sandy Middlebrooks

IAIN M. BANKS, author and Guest of Honor at the 2014 Worldcon in London

DOM CORRADO, Lunacon stalwart and sometime Arisia attendee, panelist, and staffer

A. C. CRISPIN, Arisia attendee, writer, and champion of writers’ rights

BOBBIE DUFAULT, fan

JAN HOWARD FINDER, known as “Wombat”, 2001 Arisia Fan GoH

MARTY GEAR, Masquerade icon, frequent Master of Ceremonies at Arisia and many other conventions; 1998 Arisia Fan GoH

JUDY GERJUOY, known as “Jaelle,” founder and long time chair of DarkoverCon

JOE LAZZARO, Arisia panelist

ANNE MCCAFFREY, author of the well-known Dragonrider series

FRED POHL, fan, agent, author, and editor whose career spanned over 75 years

DAVE RYAN, fan

ELLIOT KAY SHORTER, Lunacon and Boskone staffer

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Special thanks to GoH Liaison Debi Chowdhury and Editor’s Masquerade Guru Dr. Karen Purcell for assistance in obtaining material.

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Feb 23 – 25, 1990
Lafayette Swissôtel, Boston
WGoH: **Richard Bowker**
AGoH: **A.C. Farley**
FGoH: **Spike McPhee**
Con Chair: **Matthew Saroff**

Feb 1 – 3, 1991
Vista International, Waltham
WGoH: **Jack L. Chalker**
AGoH: **Bob Walters**
FGoH: **Richard Hill & Laurel Cunningham**
Media GoH: **Larry Ross**
Con Chair: **Matthew Saroff**

CONVENTION COMMITTEE

CON CHAIR: Lisa Hertel

ASSISTANT CHAIR: Benjamin Levy (Food, Hotel Liaison, Exhibits, Ops, Registration)

ASSISTANT CHAIR: Mike Sprague (Children's Services, Programming, Events, Multimedia, Tech, Zambia)

TIME LORD (AKA TIMELINE COORDINATOR): Susan Bingham

MANAGEMENT ADVISOR: Syd Weinstein

CONVENTION TREASURER: Rachel Kadel-Garcia

HEAD CASHIER: Kathleen Morrison

TREASURY STAFF: Naomi Moslow

SWIPE BOX GURU: Alex Latzko

GOH LIAISON: Debi Chowdhury

CARL BRANDON LIAISON: Dash

CHILDREN'S SERVICES: Dale Meyer-Curley

ASSISTANT: Kris Pelletier

CHILDCARE/BABYSITTING (AKA "TURTLE TRACK"): Ocean Thundermoon

FAST TRACK: Liz Turi

FT FRONT DESK: Jill Sylvester

COMMUNICATIONS: Rachel Silber, Nicholas 'phi' Shectman

WEBSITE DESIGN: Benjamin Levy

WEBSITE CONTENT: Chris Denmead

FORUMS MODERATOR: Mike Sprague

SOCIAL MEDIA COORDINATOR: Terri Ash

ASSISTANT: Katie Vela

REQUIREMENTS ANALYSIS: Dale Meyer-Curley

PROGRESS REPORTS: B. Diane Martin

FLYERS: Lisa Hertel

SOUVENIR BOOK DESIGN & LAYOUT: Rachel Mello

SOUVENIR BOOK CONTENT MANAGER: MaryBeth Santarelli

PROOFREADING: Stephanie Clarkson, Brenna Levitin, Angela Morley, and a cast of dozens

POCKET PROGRAM: Paul Selkirk

COPY EDITOR: Catelyn Johnson

PROOFREADING: Holly Nelson

GUIDEBOOK: James Van Zandt

KONOPAS: Eemeli Aro

NEWSLETTER: Brenna Levitin, Sara Weinstein

COPY EDITOR: Sarah Stauff

PRODUCTION: Chris Denmead

RESTAURANT GUIDE: Lia Olsborg

SIGN SHOP DATA SUPPORT: Michael Lee

EVENTS: Sharon Sbarsky

ASSISTANT: Samantha Dings

EVENTS STAFF COORDINATOR: Sarah Goodman

GENERAL EVENTS STAFF: Adina Adler, Joni Brill Dashoff

ARISIA 25 PARTY COORDINATOR: Gay Ellen Dennett

EDITOR EXTRAORDINAIRE: Alan Wexelblat

SATURDAY NIGHT CLUB DANCE: DJ Johnny Zed

MASQUERADE: Dr. Karen Purcell

ASSISTANT: Deidre Purcell

STAFF: Joni Brill Dashoff

REGISTRATION: James Hinsey

MC: Richard Hill

MC'S ASSISTANT: Toni Lay

STAGE MANAGER: Mike Rafferty

PRESENTATION JUDGE: Jamila Sisco

WORKMANSHIP JUDGE: Michele Weinstein

WORKMANSHIP CLERK: Debi Chowdhury

JUDGES' CLERK: James Hinsey

GREEN ROOM MANAGER: Byron Connell

GREEN ROOM DEN MOMS: Stacy Mandell, Deb Coombs

GREEN ROOM REPAIR TABLE MANAGER: Tina Connell

KAMIKAZE KIDS: Dawn Albright

HEAD NINJA: Ann Catelli

BACKSTAGE PIRATE: Greykell Dutton

STAFF PHOTOGRAPHER: Batwrangler

OFFICIAL PHOTOGRAPHER: Sandy Middlebrooks

ASSISTANT PHOTOGRAPHERS: James Boykin, Don Gurley, E. O. Kean, Derek Kouyoumjian, Julius Prince

HALL COSTUME AWARDS: NoeL (Northern Lights Costumers' Guild)

MASQUERADE HOUSE MANAGER: Matthew Barr

ASSISTANT MASQUERADE HOUSE MANAGER: Seth Breidbart

MASQUERADE COMPUTER GURU: Michelle Wexelblat

EXHIBITS: David D'Antonio

ASSISTANT: Skip Morris

ART SHOW: Jill Eastlake, Pat Vandenberg

ASSISTANT DIRECTOR: Bridget McManus

AUTOMATION: Jo Hogan, Nicholas 'phi' Shectman

BAGGAGE CHECK: Richard L. Schmeidler

LIAISON TO PROGRAMMING: Pam Larson, Mary Dumas, Pat Vandenberg

LIGHTING CREW CHIEFS: Ellen Blackburn, Lenny Foner

MAIL-IN ART: Megan Lewis

SALES: Andrea Senchy

SETUP/TEARDOWN CREW LEAD: Arthur Ercolini (Thumper)

SETUP/TEARDOWN CREW: Rob Allison, Jeanise Bertrand, Ellen Blackburn, D. Cameron Calkins, Deanna Calkins, Yvonne Carts-Powell, Jen Dudley, Shirley Dulcey, Larry Dunne, Angela Ercolini, Lenny Foner, Ken London, Brianna Lueders, William Mui, Rickland Powell, Rex Powell, Dan Preston, Richard L. Schmeidler, Howard Simpson, Sandy Sutherland, Courtney Varga, Scott Varga, Michele Weinstein

STAFF: Bonnie Atwood, Ted Atwood, Joline Desrosiers, Raymond Isaacs, Jenny Kraus, Alice Lu, Harvey Rubinovitz, Chris Toomey, Joan Turner

SURVEYOR: Allan R. Kent

STUDENT ART CONTEST: Jacob Lefton

DEALERS' LIAISON: Ed Trachtenberg

ASSISTANT DEALER LIAISON: Amy Chused

ARTIST'S ALLEY: Christine Day

GALLERIA MANAGER: Skip Morris

TAX ID CZARINA: Anna Erishkigal

ASSISTANT DIVISION HEAD—GAMES: Mike Dlott

TABLE TOP GAMES: Foambrain Games, Mike Dlott, Melissa Hamilton

LARPs: Benjamin Thornton

MASTERS OF JACKS AND ACES: Dale Farmer, Dave Cantor

FOOD: Conor Walsh

ASSISTANT: Tom Traina

QUARTERMASTER/BULK PURCHASING: Terry Karney

BREAD FAIRY LIAISON: Rose Regina Lawrence

BREAD FAIRY: Vicki Schnoes & the Brookline Food Co-Op

CON SUITE: Dylan

BRILLIANT STRATEGIST: Dale Farmer

A CAST OF THOUSANDS

STAFF DEN KUNG FOOD MASTERS: Kit Golan, Christina Schoenfeld

STAFF DEN NINJAS: Brynn, Fiona Burke-Scoville, Kethry Burke-Scoville, Andrea Carney, Catelynn, Elizabeth Crefin, Grace Davis, Ira Donewitz, Shannon Latham, Geoff Turi

CHEFS BEHIND THE GREEN CURTAIN: David Shaw, Liz Turi, Pat Vandenberg

HOTEL LIAISON: Kris 'Nchanter' Synder

ASSISTANT & OVERFLOW HOTEL: Amos Meeks

AT-CON HOTEL LIAISONS: Warren Buff, Joel Herda, Craig McDonough, Matt Ringel

INNKEEPER: Jason Melchert

STAFF: Paul Kominers, Meg Frank

PARTY CZAR: Crystal Huff

RESUME WRANGLER: Aaron Haviland

HOTEL FOOD (F&B) COORDINATOR: Gay Ellen Dennett, Benjamin Levy

FOOD TRUCK COORDINATOR: Joanne Hunter

PARKING: Benjamin Levy

MEMBER SERVICES: Bridget Boyle

ACCESS: Tanya Washburn

STAFF: Andrea Carney, Masha Sten-Clanton, Rob Allison

BLOOD MOBILE LIAISON: John Hodges

ONSITE RECRUITMENT: The Naughty Nurses

COAT CHECK: Katherine E. Cunningham (Area Head), Greykell Dutton, Barb Jewell, Rachel Olsen Wertheimer, Maya Gounard, Shawn Johnson, Josh Sprague, Louisa Ricker

FAN TABLES: Jerome & Kara Connor

PROMOTIONS AND SPONSORSHIPS: Stephanie Clarkson

TEEN LOUNGE: Alyssa Amidon, Carolyn Wilk

TIPTREE BAKE SALE: B. Diane Martin

MULTIMEDIA: Mary Dumas

ASSISTANT: Pam Larson

MEDIA/WEB: Adam Lipkin

FILM FESTIVAL COORDINATOR: Scott Dorsey

ARISIA TV: z!

ANIME: PJ Letersky

ART PANELS: Pat Vandenberg

MUSIC AND FILK: Jeff Keller

ASSISTANT FOR MUSIC: Jude Shabry

ELECTRONIC GAMES: Joe Locastro

ROOM ASSISTANT: Alexander Dumas

VIDEO GAMES PROVIDER: Game Underground

OPERATIONS: Anna Bradley

ASSISTANTS: Walter Kahn, Daniel Eareckson

IT SUPPORT: Alex Latzko

PRINTERS: Rick Kovalcik

OPs ROOM IT: James Meickle

STAFF: Tim Szczesuil

LOGISTICS: Lucky

ASSISTANT AND LOADMASTER: Janet Stickle

STAFF: Jonathon Weiss

OPS DESK: Bryan Maynard

STAFF: Arnis Kletnieks, Becky Kletnieks, Diane Rosenburg, Bill Todd, Jesse Wertheimer, Rachel Wertheimer

SECURITY: Adam Burdick

ASSISTANT: Tim Yee

PROGRAMMING: Jaime Garmendia

ASSISTANT: Micah Schneider

DIVERSITY COORDINATOR: Dash

TALENT COORDINATOR: Alex Jarvis

COMICS TRACK: Megan Gregory, Donna Martinez

3 Jan 3 – 5, 1992
Boston Park Plaza Hotel & Towers

WGoH: Craig Shaw Gardner

AGoH: Robin Wood

Filk Guest: T.J. Burnside Clapp

Guest Editor: Ginjer Buchanan, Shoshanna Green

Media Guest: Lynne Stephens

Con Chair: Kimberly S. Van Auken

Ginjer and Shoshanna were each listed as "Guest Editor" in different sections of the Program Book. No one (including the chairman) remembers what really happened.

4 Jan 15 – 17, 1993
Boston Park Plaza

WGoH: Ellen Kushner

AGoH: Charles Lang & Wendy Snow-Lang

FGoH: Monty Wells

Con Chair: Robert

"Insanity*3" Bazemore

5 Jan 21 – 23, 1994
Boston Park Plaza

WGoH: Spider & Jeanne Robinson

AGoH: Michael Whelan

FGoH: Dave Kyle

Con Chair: James S. Belfiore, Jr.

6 Jan 13 – 15, 1995
Boston Park Plaza

DIVERSITY—we are not one-dimensional beings!

WGoH: C. J. Cherryh

AGoH: Jael

FGoH: Walter Kahn

Filk Guest: Michael Longcor

Con Chair: Sheila Oranch

7 Jan 12 – 14, 1996
Boston Park Plaza

Minneapolis Music

WGoH: Emma Bull & Will Shetterly

AGoH: Lissanne Lake

FGoH: Rob Bazemore a.k.a. "Insanity*3"

Musical Guest: Boiled In Lead

Con Chair: Nicholas "phi" Shectman

The Fan Guest of Honor got married in the hotel ballroom as his "GoH Event." Arisia '96 was the last year under the old family owned Park Plaza management. The hotel sale closed the Monday after the convention.

COMMUNITIES TRACK: Aimee Bouchard
COSTUMING TRACK: Jennifer Old-d'Entremont, Christa Newman
FAN INTEREST TRACK: Shana Fuqua
LITERATURE TRACK: Shira Lipkin
GAMING TRACK: Andy Rosequist
SCIENCE TRACK: Mark Amidon
WRITING TRACK: Mike Sprague
FIVE MINUTE TALKS: David Shaw
PROGRAM NEXUS: Jeff Warner

REGISTRATION: Kathryn Kun

ASSISTANT & STAFF MANAGEMENT: Josh Rachlin

ASSISTANT & TEMPORAL LIAISON: Danielle Reese

PRE-CON STAFF: Kat Davis, Sara Gussin, Danielle Reese, Amol Vaidya

AT-CON STAFF: Wendee Abramo, Peter Brenton, Rob Castiello, Gini Chadbourne, Jesse Cox, Kelly Fabijanic, Jennifer Fitzsimmons-Gauger, Shazza Gilbert, Kathy Grider, Sara Gussin, Kara Hurvitz, Megan McQueen, Noel Rosenberg, Josh Sheena, Skye Souter, Jana Lepon Spencer

STAFF SERVICES: Terry Holt

ASSISTANT: Allison Feldhusen

MESSAGE DEN: Steve Balzac

VOLUNTEERS AREA HEAD: Elliot Oberholtzer

VOLUNTEER LOUNGE COORDINATOR: Beck Prigot

ASSISTANTS: Alden Latham, Sandry Wilkie

DUCK HUNT: Talis Thorndike Love

SPACE PILOT PROGRAM: Allison Feldhusen

STAFF NEWSLETTER: Terry Holt

TRAINING ORGANIZER: Terry Holt

T-SHIRT & SWAG COORDINATION: Jesi Guggenheim

VOLUNTEER SHIRT ART: Cassandra Boell

RIBBONS: Sharon Sbarsky

RIBBON GAME: Jan Dumas

THURSDAY NIGHT STAFF DINNER COORDINATOR: Shannon Latham

DINNER ASSISTANT: Debi Chowdhury

TECHNICAL SERVICES: Persis Thorndike

ASSISTANTS: Peter Olszowka, Abby Noyce

TECH STAFF: Seph Aliquo, Joseph Averett, Erin Benson, Aaron Block, Heidi Clark, Will Coakley, Ed Council, Tom Dings, Scott Dorsey, Greykell Dutton, Richard Fine, Stephanie Fine, Megan Gentry, Ariela Housman, Daniel Johnson-Carter, Rick Kovalcik, Brenna Levitin, Leon Marr, Neil McMullen, Angela Morley, Paul Mossip, Genni Mushlin, Megan Nugent, Jena O, Lia Olsborg, Mary Olszowka, Sam Rabinovitz, Michael Rafferty, Sparr Risher, Wrenn Simms, Sarah Stauff, Brian Trimmer, Kiran Wagle, Jonathon Weiss, Greg Westland, Ariela Zonderman

TD MINDER: Erin Benson

EVENTS LIAISON: Joel Lord

DANCE EVENTS LIAISON: BDan Fairchild

ROOM DESIGNS & DOCUMENTS: David H. Silber

SET-UP ROOM CAPTAIN: Kat Dutton

PRE-CON PROGRAM AV: Janet Stickle

AT-CON PROGRAM AV: Harriet Severino

LIGHTING DESIGNER: David H. Silber

LD EMERITUS: *Hobbit*

SOUND DESIGNER: Paul Kraus

VIDEO DESIGNER: Syd Weinstein

VIDEO GEAR WRANGLERS: Patrick Foster, Matthew Barr

ARISIA TV FEED: z!

ARISIA TV PROGRAMMING: z!

TECH MOM: Janet Stickle

ZAMBIA: Peter Olszowka

ZAMBIA SYSADMIN: Matthew Barr

ZAMBIA ADMINISTRATOR: Dan Franklin

DEVELOPMENT: David D'Antonio

'Twas the Night Before Arisia

CONCEIVED AND WRITTEN BY DONNA M. DUBE WITH HELP FROM HUNTER, ANN CATELLI, JIM (RIKER) BELFHORE, PAT (PIM) NEWCOMB, BETH GALLAGHER, KIM (THE CON CHAIR) VAN AUKEN, HEATHER COON, JOHNNA KLUKAS, PAT (EL SUPREMO) MCCORMACK, AND THE BEASTS, MIDNIGHT AND SASHA.

'Twas the night before Arisia when all through Bean Town
Not a creature was sleeping, they were up and aroun'.

The techies were rushing to hang all the lights,
Climbing their ladders to incredible heights;
Hotel staffers were watching with awe in their eyes,
While our team of professionals proved they were wise;
With Jeff in his tech vest, with radio and hat,
Grinning ear to ear like the Cheshire cat;
When down in Logistics there arose such a clatter,
He ran from the ballroom to see what was the matter;
“The projectors don’t work,” shouted Films in frustration,
“The computers are down,” “There goes registration;”
For space they were vying, Ops and Logistics,
Till Kevin made use of his store of ballistics;
When what to my wondering eyes should appear,
It was a Checker Taxi cab, the Guest of Honor was here;
When the little old driver hit the curb with a thunk,
It was good that the guest, on the plane, had got drunk;
Faster than lightning, the Con Chair she came,
She screamed and she cursed each department by name;

“Now Programming, Events, Logistics and Ops,
It’s time to get started, you great bunch of flops!”
To the top of the ladder, to the top of the stair,
Set that one up here, set this one up there;
The hotel was engulfed in chaos and gloom,
Programming retreated into the Green Room;
Up to my hotel room I dashed for my notes,
What’s the use then I thought, I’m working with goats;
And then in a crackling I heard on my radio,
The ballroom was done, it was ready to go;
As I drew in a breath and was turning around,
Up the stairs came Kimberly, with a great bound;
She was covered in white from her head to her toe,
What else could go wrong, it was starting to snow;
A box full of paperwork she flung on the floor,
And screamed rather loudly, “I can’t take anymore!”
Her eyes they were glazed, her braces they sparkled,

Her nose it was red, her speech was quite garbled;
A look at her face revealed not a smile,
Someone yelled “Lighten up”, she replied “Not my style!”
“On the street the art panels are still stacked in the vans,
Get me some help, What use are these fans?”
The Gofer head popped out of the hole with a leer,
“Who’s the next sucker? I mean volunteer!”
Down at the pool, someone dropped in dry ice,
What’s the problem I thought, the fog is quite nice;
Call Hotel Security? Police? Nine One One?
No, give them to Joelll, let him have some fun;
He said not a word, but went straight to his work,
Tracked down the offender, and strangled the jerk;
The move in was finished, the hour was late,
Anything left for tonight would just have to wait;
As set up slowed down, the hotel became still,
We all met in the Green Room, to drink (that awful) yuppie swill;
Despite all the problems, I’m willing to bet,
Still someone will ask, “ARE WE HAVING FUN YET?”

People mentioned: Jeff
“Hunter” Jordan, Kim Van
Auken, Kevin Fallon, Joelll
Herda

Reprinted with permission of
the author, Donna Dube.

Originally published in the
December 1991 edition of
Mentor, the monthly newsletter
of Arisia, Inc.

Donna Dube as Snow Queen, 2005; photo 012205_8638 by Sandy Middlebrooks

Masquerade 1999; photo 010999_03-10 by Sandy Middlebrooks

Jan 10 – 12, 1997
Boston Park Plaza
Exploring Tyranny In Our Literature and In Our Lives
a.k.a. “The Iron Boot of Tyranny”

WGoH: R. A. Salvatore
AGoH: Bob Eggleton
FGoH: The Gang of Five (Arisia’s Founders: Brian Cooper,
Tom Fish, Mary Robison, Matthew Saroff, Cris Shuldiner)
Dictator: Pat McCormack

Jan 16 – 18, 1998
Westin Hotel, Waltham
Freedom: Stories of The
Revolution!

WGoH: James P. Hogan
AGoH: Courtney Skinner
FGoH: Marty Gear
Exec Director: Glen R.
Goodwin

Jan 8 – 10, 1999
Westin Copley Place, Boston
Party Like It’s 1999

WGoH: Roger MacBride Allen
AGoH: Gary A. Lippincott
FGoH: Patrick & Teresa Nielsen Hayden
Science Guest: H. Paul Shuch a.k.a. “Dr. SETI”
Con Chair: Cris Shuldiner

There was actually no external theme for
this convention, as the Chair did not believe
in them. What is listed here was the internal
theme designed for the staff to have fun with.

TO HELP ENSURE OUR MEMBERS' HAPPINESS AND A SUCCESSFUL CONVENTION, WE HAVE ESTABLISHED A CODE OF CONDUCT AND BEHAVIOR POLICIES FOR ALL MEMBERS AND STAFF. PLEASE READ THIS DOCUMENT AND HELP US ALL HAVE A SAFE AND WELCOMING CONVENTION.

CODE OF CONDUCT & BEHAVIOR POLICIES

Arisia reserves the right to revoke, without refund, the membership of anyone for just cause. This may also lead to being banned from future Arisia conventions. Persons violating the law may be turned over to the police or the hotel security force. We will refund the membership fee of anyone who finds the policies contained herein unacceptable prior to accepting their badge. The general principles of this Code of Conduct apply to the Arisia convention and also to all the activities of the convention committee, whether before or after the convention.

GENERAL DEMEANOR

Arisia expects its members to respect each other and behave in a generally civilized fashion. Members should respect common sense rules for public behavior, personal interaction, common courtesy, and respect for private property. If you wouldn't do it in public, please don't do it here. Additionally, all Staff are representatives of Arisia and therefore are held to a higher standard of behavior, even when off-duty.

Reminder: The hotel is not dedicated completely to our use for the weekend. Members of the general public stay here or visit the hotel to dine and socialize. Please be considerate of non-convention individuals at all times.

Arisia forbids abusive, insulting, harassing or intimidating behavior.

Please report any incidents in which a member of the convention is abusive, insulting, intimidating, bothersome, or acting in an unsafe or illegal manner to Convention Security, an Assistant Division Head, a Division Head, an Assistant Con Chair, or the Con Chair. At con, find someone with a black ribbon, come to Operations in the Stone room, text or call (617) 652-1785, or dial 2228 on any house phone. After the con, email incidents@arisia.org.

Sleeping in public or convention areas of the hotel is forbidden by the hotel management. This is private property.

Program participants, moderators, and event coordinators are responsible for the comfort and safety of convention members in their areas. Disruptive behavior by adults or children is not acceptable. Any request to leave an area must be complied with immediately; appeals should be brought to attention of Arisia Security Staff and directed to the responsible Division Head, the Convention Chairperson, or the Arisia Corporate Executive Board.

Convention Badges must be worn by all attendees and volunteers and must be visible to access any convention area (including Dealers Room and Open Parties). Exceptions may be made for special cases, e.g., uniformed professionals (police or nurses) and masquerade participants while on-stage (but masquerade participants do need to have memberships in any case).

Student Memberships for ages 13–25 require a current valid student ID for students aged 18 and older.

CHILDREN AS FANS AND COMPANIONS

Note: In this section where "Parent" is used, it can mean a parent, guardian, or person charged with a child's welfare.

Arisia makes every effort to protect fans of all ages and provide a healthy environment with many opportunities for fun and learning. Children are a valued part of our membership, and we welcome their appropriate participation.

All children aged 8 and under must be with an adult, in Turtle Track (Childcare), or in Fast Track (Children's Programming) con areas at all times.

Parents of children ages 9–12 who believe their children are mature enough (and who have their own paid membership) may choose to allow their children to freely roam the convention on their own. Any child who excessively misbehaves or engages in inappropriate, disruptive or dangerous behavior is subject to having free-roaming privileges or their entire membership revoked.

Children under 12 years old may attend with either their own paid convention membership, or with a free Kids-in-Tow membership (with and under the supervision of an authorized adult at all times). Arisia requires that there be at least one supervising adult with a membership accompanying every three Kids-in-Tow members.

Parents should make sure to be aware of the hours of Fast Track and Turtle Track. Parents who are late in picking up children may have their children barred from Babysitting and/or Fast Track at the current or future conventions.

Any unattended children (which includes: children not picked up at Fast Track/Turtle Track; children who do not have free-roaming ribbons found outside of Fast Track) will be brought to Arisia Security, who will follow procedure to ensure the safety of the child.

Please remember that the convention and hotel is not "child-proofed." There are many items (including costumes, displays, art, etc.) that are easily damaged. Additionally, there are things that might place a young child at potential risk. It is the parents' responsibility to supervise their children so they do not venture anywhere or touch anything inappropriate.

Participation in some regular program items by minors may require parental permission or the presence of a supervising adult. Some program items dealing with adult topics may be closed to children under 18 years of age. Although children under 18 years of age may register as "adults," membership in the convention in no way supersedes local, state, or federal laws. Some items may require the supervision of a child by parents. It is the parents' responsibility to review the schedule and decide which items they will allow their child to participate in, either with or without adult supervision.

Please review the separate Children's Policies, available at Fast Track or on our website, for a full description and restrictions.

COSTUME AND MASQUERADE GUIDELINES

All costumes are welcome at Arisia, whether created by the wearer or not. However, purchased and rented costumes are not eligible for awards. Awards are made to the creator of the costume, not the wearer.

Costume weapons are permitted, but must be peace-bonded by Arisia Security, in the Stone room, upon arrival at the convention, unless worn solely for the masquerade as part of an on-stage costume. The use of any weaponry as part of your costume, as well as the use of any special effects, must first be approved by the Masquerade Director. Remember, it's okay to surprise the audience, but not the staff.

During the masquerade, flash photography and laser pointers are forbidden. If you take photos or videos during the Masquerade, do not obstruct the view of other audience members. All electronic devices (e.g., cell phones, pagers, tablet computers) must be silenced and their screens must be dimmed.

Participants in the masquerade must read and agree to the terms contained in a separate costumer release and masquerade rules.

PARTIES IN GUEST ROOMS

For individuals or groups wishing to host a party (Open or Closed), you must register with the convention in advance and use a room in the "Active" room block. Parties registered in advance with Arisia will be moved to a "Party Host Room", which ensures that you are covered by Arisia's corkage agreement (allowing you to serve food and non-alcoholic drinks). Party hosts can request a free ice delivery from the hotel.

Parties may be "open" (all convention members welcome, or with doors open or ajar, or publicly advertised) or "closed" (private, doors closed, no advertising). Serving of alcohol is not allowed in Open Party areas.

Party hosts are responsible for adhering to convention policies, hotel rules, and local, state, and federal laws, including the enforcement of the drinking age. All Party Hosts must review and adhere to the separate Party Hosting Guide.

SMOKING, ALCOHOL, WEAPONS, NUDITY, AND ILLEGAL ACTS

The Westin hotel bans smoking in all areas of the hotel, including all guest rooms. Smoking is allowed outside the building, away from the doorways.

Arisia prohibits the consumption of alcohol in all convention areas except for alcohol purchased from the hotel and consumed directly in the area in which it was purchased. The legal drinking age in Massachusetts is 21. You may be asked to provide a valid ID if ordering alcoholic beverages.

Arisia's corkage waiver does not apply to serving of alcohol. According to hotel policy all alcoholic beverages must be purchased through the hotel.

Laws governing illicit substances, obscenity, weapons, public behavior, and the treatment of minors must be strictly observed. Remember, there may be members of the Boston Police Department on patrol at the convention.

The list of illegal weapons in Massachusetts includes, but is not limited to: blackjacks, billy clubs, any sort of double-edged knife (symmetrical cross-section, even if one side is dull), shuriken (throwing stars) and nunchucks. For further information see MA General Laws, Part 4, Title 1, Chapter 269, Section 10.

While the hotel is private property, the hotel is still required by the Boston Licensing Board to enforce standards of conduct and nudity. Accordingly, street-legal attire is required in all convention spaces and hallways.

PHOTOGRAPHY POLICY

This is a private event; by registering, individuals grant Arisia and designated photographers a non-exclusive right to photograph, videotape, otherwise record, and publish (in print or electronically) themselves, companions, activities, costumes, artwork, sales goods, and other property used or displayed in their normal participation of the convention.

Photographers, ask permission before you photograph or audio/videotape any individual or group. Anyone who does not wish to be photographed or recorded should state their wishes unambiguously.

We presume that you are acting in an amateur capacity unless otherwise stated. If you are acting on behalf of a publication, video production organization, or news medium (freelance or employed) of any kind, you must register as a member of the press (commercial publication, media, fanzine). Press passes may be obtained by going to the Information Desk and asking to speak with the press liaison to receive an orientation and press kit. Articles or media coverage released after the convention may earn you a membership to the next Arisia, or a refund for this year.


Anyone wishing to sell photographs, audio, or video recordings of any part of the convention (including the masquerade) must read and agree to the terms contained in a separate photographers/videographers contract.

Individuals or organizations violating these guidelines by selling, reproducing, broadcasting, or publishing materials obtained at an Arisia convention without permission may be guilty of copyright violation and/or trespass, and may be prosecuted to the full extent of the law. If you have any questions as to what is appropriate, contact the Press Liaison for further information.

OTHER POLICIES

Dealers are limited to the Dealer's Room in the Galleria space. Vending from hotel rooms is not allowed.

All raffles and drawings, whether for profit or charitable reasons, must comply with the City of Boston guidelines.

Attendees may only post signs on official Arisia Sign Kiosks, located around the hotel, using the tape provided. 

TANYA HUFF BIOGRAPHY

Following three years in the Canadian Naval Reserve (as a cook), a year studying forestry (although not very hard), a winter hanging around Universal Studios (on the set of *Operation Petticoat*), a degree in Radio and Television Arts, and time spent managing North America's oldest surviving SF&F bookstore (Bakka-Phoenix when it was only Bakka), Tanya Huff moved to rural Ontario with her wife, Fiona Patton, and began writing science fiction and fantasy full-time—or as full-time as possible around the needs of nine cats, two dogs, and eighty acres of land. Her twenty-seven books range from heroic fantasy (the *Quarters* books) through humor (the *Keeper Chronicles*) to military SF (the *Torin Kerr Confederation* series) and include *Scholar of Decay*, a novel set in TSR's *Ravenloft* universe, as well as four short story collections, three e-collections, and recent e-reprints of *Gate of Darkness*, *Circle of Light*, and *The Fire's Stone*. Her latest novel was *The Silvered*, a heroic fantasy with werewolves and a Napoleonic tech level (DAW, November 2011); her next will be *The Future Falls*, the third in the *Gale Girls* series. (No release date as yet because it's trying to kill her.)

Her books have been translated into nine languages (ten if you include British English)(which she does) and her five-book *Blood* series, an urban fantasy/vampire/mystery mix which predated the current vampire craze by about fifteen years, was adapted into the 22 episode television series *Blood Ties*—a process she enjoyed every moment of. Not



Tanya Huff photo by Fiona Patton

only because it was the first time in twenty-five years she actually got to use her degree.

She watches baseball but not hockey, loves *The Big Bang Theory*, prefers David Tennant to Matt Smith, and thought *Iron Man 3*, while not as amazing as *Iron Man 1*, was better than *Iron Man 2*. Her tastes in books range across the board, depending on mood at the time, but Terry Pratchett and Charles de Lint remain at the top of her favorites list, and she still hasn't gotten over the loss of Diana Wynne Jones. When she's not writing, gardening, dealing with the cats, watching TV, or reading, she practices the guitar and spends far too much time faffing about on social media. 🐾

When I was asked if I would write an Appreciation for Arisia's Guest of Honor, Tanya Huff, I said I would be delighted to do it. But where do you start singing the praises of a talent like Tanya?

Well, if you are me you don't sing at all because, unlike Tanya who loves to sing and is often found at filk singing sessions, I would never sing in public.

Tanya is a consummate professional and a seasoned con guest, and I daresay she might oblige all of you with a song if given the proper incentive. Let me suggest (as her publisher, with absolutely no self-interest involved) that buying copies of all of her

IF YOU HAVE THE CHANCE THIS WEEKEND, GO OVER AND SAY HI TO TANYA AND HAVE A CHAT WITH HER. YOU'LL BE GLAD YOU DID...

books just might provide that incentive. Whether or not she is willing to serenade you, obtaining a complete Tanya Huff library of your very own will be a rare treat for any fantasy or science fiction fan.

I first met Tanya in the 1980s. At the time, she was working at Bakka, Canada's oldest science fiction and fantasy bookstore. She was also honing her writing skills. And she was looking for a publisher for her first fantasy novel, *Child of the Grove*. I was immediately caught up in the story, and struck by Tanya's ability to spin a gripping tale, flesh out worlds of her own making, and breathe life into her characters.

And that was the beginning of a beautiful publishing (and personal) friendship that has en-

AN APPRECIATION OF TANYA HUFF

BY SHEILA GILBERT

ured for more than a quarter of a century.

Tanya is a writer with great scope, imagination, and integrity. Those of you familiar with her various fantasy series undoubtedly wish she would write new stories in each of these universes. But the truth is that Tanya will only write a new novel when she feels she has another story to tell. That is what makes her such an exceptional author—every tale she tells comes straight from the heart.

I'm sure you will be happy to know that Tanya is currently working on a new novel about science fiction heroine, Torin Kerr, who still has many adventures to share with us.

Tanya has been the guest of honor at numerous conventions, and has been nominated for many awards. Her latest fantasy novel, *The Silvered*, just won her an Aurora Award, Canada's top prize in the genre.

So, if you have the chance this weekend, go over and say hi to Tanya and have a chat with her. You'll be glad you did, as it's bound to be memorable (no pressure, Tanya). And if you want something to start off with other than books, Tanya is fluent in pets, gardening, pop culture, multimedia, and pretty much any other category you might consider. In fact, you could all conspire to play a fun new convention game called Stump the Author.

Have fun, enjoy, and know you are in for a great convention experience with Tanya Huff. 🐾

Sheila Gilbert is one of the two owners and publishers of DAW Books. She has worked in publishing for over four decades and has known and worked with Tanya Huff for more than 25 years.



Masquerade 2002; photo 011902_5778 by Sandy Middlebrooks

11 Jan 14 – 16, 1900
Boston Park Plaza
WGoH: Jane Yolen
AGoH: Tom Kidd
FGoH: Sharon Sbarsky
Musical Guest: Echo's Children
Con Chair: Paul Selkirk

No official theme, but the "in joke" was that Arisia '00 was officially "Not Y2K Compliant," so the dates were printed as 1900.

12 Jan 12 – 14, 2001
Boston Park Plaza
Looking Back on the Future
WGoH: Lois McMaster Bujold
AGoH: Wojtek Siudmak
FGoH: jan howard finder a.k.a. "Wombat"
Con Chair: Elka Tovah Menkes

13 Jan 18 – 20, 2002
Boston Park Plaza
So Long, and Thanks for All the Fish: A Tribute to the Works of Douglas Adams
WGoH: Katherine Kurtz
AGoH: Tristan Alexander
FGoH: Eugene Heller
Con Chair: Noel Rosenberg

14 Jan 17 – 19, 2003
Boston Park Plaza
Exploring Alternate Realities Through Literature
WGoH: Harry Turtledove
AGoHs: Victoria (Poyser) Lisi & Julius Lisi
FGoH: Anthony R. Lewis, FN
Costuming Guests: Pierre & Sandy Pettinger

Gaming Guests: Looney Labs (Andrew Looney, Kristin Looney, Alison Frane)
Filk Guest: Gwen Knighton
Con Chair: Skip Morris

ORIGINALLY APPEARED IN *MARION ZIMMER BRADLEY'S FANTASY MAGAZINE*, SUMMER 1995

“Daddy?” Alison put her glass in the sink and stared out the kitchen window. “Daddy?” she repeated a little louder. “There’s a dragon at the hummingbird feeder.”

“You mean a dragonfly, sweetie.”

“No, I *don’t*.” She was as certain as only a nearly-five year old could be. “I mean a *dragon*.”

Colin Ostrander put his screwdriver down amidst the ruins of the toaster and stood, sternly repressing a preoccupied, “That’s nice, dear.” Just last night, he and his wife had agreed that they had to become more involved in their daughter’s life. Granted, Alison was always seeing the weird and wonderful, but didn’t any magic his daughter could find in the mess that adults had made of the world deserve to be investigated? Besides, the toaster had, for the moment, completely defeated him.

“All right, Ali, let’s see your dra...”

There was a dragon at the hummingbird feeder.

Coiled once around the neck of the bulb, it clung to the overloaded feeder with tiny, hand-like front claws, nose-pressed tight against one of the plastic flowers. Green scales gleamed iridescent in the summer sunlight and its folded wings enclosed it in a shimmering gossamer tent. Its dangling tail traced lazy arcs of obvious contentment.

“Oh my lord, that’s a dragon.”

Alison sighed. “That’s what I said, Daddy. Isn’t it pretty?”

The wasps that perpetually plagued the hummingbirds were nowhere in sight. Neither, for that matter, were the hummingbirds.

The level of red sugar-water in the bulb dropped noticeably as they watched.

Colin found himself clutching the edge of the counter so tightly it creaked a protest. “Where could it have come from?”

Just then the dragon lifted its head. Topaz eyes stared into the kitchen while a scarlet tongue tasted the air.

“Where’s your mother?” Janet would never believe this if she didn’t see it for herself.

“Mommy’s in the garage.”

With a sudden slither, the dragon dropped from the feeder, spreading its wings barely in time to avoid impact with the flowers below. About two feet long from nose to tail tip, stomach visibly rounded, it flew laboriously across the backyard.

No time to get Janet, Colin decided. “Come on, Ali. Let’s go after it!”

“Nah.” She shrugged and headed for the living room. “I’m gonna play Super Mario.”

No time to argue. The dragon had almost reached the rail fence and once it got into the fields and woods beyond the row of neat suburban/country houses, he’d lose it for sure. The screen door slamming shut behind him, Colin leapt off the back porch and raced across the lawn. Here was actual proof of magic and myth still in the world and he wasn’t going to let it get away.

Clearly straining, the dragon managed enough altitude to crest the top cedar rail then it locked its wings and dropped into a long shallow glide.

Colin scrambled over the fence after it, sank into the weeds on the other side with an audible squelch, stumbled sideways, and drove the thorns of a wild rose through his sock and into his ankle. Caught up in the chase, he hardly felt the pain.

The dragon peered back over its shoulder, turning its head almost a complete one hundred and eighty degrees so that its nose pointed down the valley between its wings. Even almost fifteen feet away, Colin was sure he saw its eyes widen. Facing front, it put on a frantic burst of speed.

Sneakers sinking into wet ground, brambles snagging bare flesh between socks and shorts, Colin sprinted after it. “This is amazing,” he panted, pushing through a stand of dog-willow fast enough to raise welts. “What am I going to do if I catch up to it?”

The question seemed moot as up ahead the dragon flashed once in the sun, dove towards the ground, and disappeared.

“Oh no you don’t!” He fought his way past a clump of prickly ash with only a minor loss of blood and came to the edge of a small clearing just in time to see the tip of a green tail vanish into the shadowed recess below a fallen cedar. Sucking at a laceration on his wrist, Colin raced towards the downed tree; the dragon hadn’t reappeared, it must still be under there.

“Hey, dragon. It’s okay.” He dropped to his knees. “I’m not going to hurt you. I just want to...” With no idea of what it was he just wanted to do, he let the reassurance trail off. Bending almost double, he peered eagerly into the shadows.

The dragon was nowhere in sight but the tree covered a cleft in the earth about thirty inches long by eighteen inches wide.

Colin stretched out a hand then, rational again for a moment, paused and sniffed the breeze. Not much, not even the magic of an actual dragon, could stand against the reality of a skunk. The whole family had learned that lesson just

after they’d moved out here from the city and it wasn’t one he was anxious to repeat. When his nose declared the hole unoccupied, he balanced awkwardly on his knees, bent under the edge of the fallen tree, and squinted into the earth.

Was that light? A flash of green?

Inching ahead, he stretched both arms down into the hole. It appeared to continue, with no significant change in dimension, far deeper than he could reach. A faint light rose up from the bottom. He could see the outlines of rock below in spite of the fallen tree above blocking the sun.

“Just a little farther...”

In the best tradition, it proved just a little too far.

The loosened dirt at the lip gave way. The rock he tried to brace his hands against crumbled out of the wall. Unable to prevent it, he tumbled forward – not quickly, for the space was barely wider

than he was, but inevitably.

Gravity spilled him out of the cleft and into a passageway brilliantly lit by the light reflected from thousands of pieces of embedded quartz, a bewildering array of tiny rainbows dancing in the air. A little stunned – Alice hadn’t arrived in Wonderland head first – he pushed himself along on his elbows and toes, squinting against the glare. As he hadn’t landed on the dragon when he fell, squashing it into an iridescent smear on the rock, he reasoned, somewhat muzzily, that he had to still be following it.

He’d travelled between ten and fifteen feet when the world tilted sideways. Perceptions scrambled, he threw himself forward until the physical structure of the passage reformed itself around him. When his head emerged into a circular cavern about six feet in diameter, he collapsed, panting. Half out of the tunnel, leaning his weight on the less abraded of his arms, he lifted the other hand to

shade his watering eyes from the sunlight pouring in through a fissure directly across from him.

There was still no sign of the dragon, but piled against the curve of the cavern wall was a curious collection of chunks of quartz and bits of strangely shaped metal that could only be its horde.

Inching the rest of the way out of the passage, Colin carefully got to his feet. Nothing seemed to be too terribly damaged. *Okay, first of all, find out where you are.* They’d been living in that house for three years and none of the neighbours had ever mentioned finding a cave in the area. *Of course, they’ve never mentioned finding a dragon either...*

Shoving aside a strangely shaped bush, Colin ducked and stepped out into the open air.

And very nearly tripped over the dragon stretched out on a rock ledge, basking in the sun.

Up close, it reminded Colin of nothing so much as an elongated cat. Its expression said clearly, *Oh, puh-leez, I’ve just gotten comfortable. Surely you don’t expect me to move?* When he stepped forward, it managed to look simultaneously disgruntled and wary, wings spread slightly, forked tongue flicking out to taste the air. Colin froze, worried that, frightened, it might fly away. Heart racking about in his chest, he slowly slid his hand into the pocket of his shorts.

The dragon’s head whipped back, eyes locked on the movement.

His fingers closed around a sticky, plastic wrapped rectangle. Still moving slowly, he drew it out. Two days ago, in town, he’d bought Alison a large grape sucker. Six or seven licks into it, when the stick had snapped, she’d decided she no longer wanted it and it had ended up stuffed in Daddy’s pocket for later.



Spring in the Desert, by Lubov

"Well, we know you've got a sweet tooth..."

A second later, he was counting his fingers as the dragon devoured sucker, wrapper, and remnant of stick with obvious enjoyment.

Which was when it hit him.

His legs buckled and he sat down suddenly, painfully, on a pointed rock. He'd just fed a two-day-old sucker to a dragon a little smaller than the family cat. This was not the sort of thing that happened to boring, thirty-something software analysts.

"Maybe I slipped on my way across the kitchen," he said thoughtfully to the dragon as it climbed onto his lap and began nosing through his clothes, "and all this is just my subconscious keeping me amused while I'm being rushed to hospital in a coma. Ouch! Watch those claws!"

Setting the dragon aside with one hand, he rubbed at the four bleeding, parallel scratches dug into his thigh with the other. This dragon, this wondrous, miraculous dragon, was painfully real. "Maybe," he told it, stroking the warm curve of an offered belly with something very close to reverence, "you're the sort of thing that happens to fathers of almost-five year olds."

"What ho, dragon! Thou art named arrant and most pernicious worm. Come hither and fight!" The voice, thinned by distance and strangely high pitched, held the distinct sound of threat.

The dragon flipped back onto its feet, scrambled over Colin's legs, and dove into the cave.

"If that's one of the Dushane kids..." Colin leaned forward until he could see off the ledge.

About twenty feet away was a sort of a plateau and on that plateau was a meadow fifteen feet square and in that meadow was a knight in armour on a horse, also in armour. The sun gleamed off polished steel and although the breeze snapped the pennant on the lance tip gaily back and forth, the weapon itself

appeared grimly businesslike. The only problem was, the mounted knight wasn't much more than a foot high.

Which explained the high-pitched voice, but not much else.

Colin wiped suddenly sweaty palms on his shorts as he finally realized that the strangely shaped bush beside the cave entrance was a full-grown tree. That all the bushes surrounding the meadow were trees. *There's only one logical... No, somehow logical wasn't the right word. ...one possible explanation. I'm definitely not in Kansas anymore.* It didn't seem to matter that he'd never been to Kansas. *It had to have happened back in that tunnel when things slipped out of whack.* The hair on the back of his neck lifted. *I went*

HIS LEGS BUCKLED AND HE SAT DOWN SUDDENLY, PAINFULLY, ON A POINTED ROCK. HE'D JUST FED A TWO-DAY-OLD SUCKER TO A DRAGON A LITTLE SMALLER THAN THE FAMILY CAT.

through a magical portal. Somehow, he seemed to have been flung into one of the fairy tales he read to his daughter. *I thought that sort of thing only happened in wardrobes!*

Although he realized that perhaps he should be, he wasn't afraid. He'd trust the magic that had brought him through to get him home again. It was Alison's magic after all.

"What ho, dragon!" the knight called a second time rising in his stirrups. "I, Sir Jorrin of Barrowford, do challenge thee to single combat for the sake of honour and in the name of his most gracious majesty, King Bryant. Come hither and fight!"

Colin felt the dragon's wedge-shaped head push under his arm and he almost thought he heard it sigh as it also gazed down at the knight. "I wouldn't worry about it," he murmured comfortingly,

"there's no way he can climb up onto this ridge in that outfit."

"What ho, dragon! By the avouchment made in the exordium of time, that which pledges the great worms to answer when summoned thrice, I challenge thee for the third and final time. Come hither and..."

"Hold it buddy!" Colin leapt to his feet, tumbling the dragon behind him. While he had no idea what an avouchment was, no diminutive St. George was forcing this dragon to fight. "Just what do you think you're doing?"

It took Sir Jorrin a moment to regain control of his horse and he lost his lance in the process. Finally managing to draw his sword, he yanked his mount around until it faced up the mountain again.

"What ho, giant!" he yelled, voice even higher pitched than it had been. "Thou art named, uh, megatherian and uh, most, uh, well, uh, most prodigious great. Come hither and fight!"

"I will not!"

"What ho, giant! I, Sir Jorrin of Barrowford, do challenge..."

"Look, you stay right there. I'm coming down." Shooing the dragon back



inside the cave and telling it to stay put, Colin climbed down the ridge to the plateau, Sir Jorrin continuing his challenge in the background.

As Colin stepped onto the meadow and his size became apparent, the knight's horse reared and headed for the trees at full gallop, reins trailing and rider left lying helmless on the grass. Colin reached down to help, but an expression of terror stopped his hand a foot from the ground. "Are you all right?" he asked instead. "Are you hurt?"

Golden curls in disarray, Sir Jorrin pushed himself into a kneeling position and searched frantically about in the grass.

"Sir Jorrin?"

At the sound of his name, his search grew more frantic still.

Well, we're not going to accomplish anything until he finds it... Colin scanned the grass from his superior vantage point and plucked the miniature sword from out of the sod. "Here." Carefully holding the three-inch blade between thumb and forefinger, he squatted and offered the knight the hilt.

Still on his knees, Sir Jorrin grabbed for it with both hands.

Colin released the blade. "Now, put it away before you hurt someone."

Driving the point into the ground, Sir Jorrin used it to lever himself laboriously to his feet.

"Well?" Colin insisted pointedly as the blade remained unsheathed.

"God's teeth, giant!" Panting slightly, Sir Jorrin glared up at him, terror shoved aside by indignation. "I am not a child. I am an anointed knight and a man full three and twenty years old!"

Somewhat taken aback, Colin spread his hands in a conciliatory gesture. "Did I say you weren't?"

"Thou art treating me as though I were but moments back pulled mewling from the tit!"

"I am?"

"Thou art!"

"Sorry. It's that you're so, so..." He was eleven inches high is what he was

and prejudices said adults were not eleven inches high. Colin felt heartily ashamed of himself. *All right. Lets say he's vertically challenged and leave it at that.*

"I have never heard of giants in this place before." Sir Jorrin's tone made it an accusation.

"I'm not exactly from around here."

"Then where?"

Why not tell him? "I came through a magic portal in the mountain."

"This mountain?"

"Yes."

"Thy home is on the other side?"

The other side seemed accurate enough in the classical sense. "Yes."

"Hast thou come then to be the dragon's champion? To answer the challenge in its place?" Without turning his back, Sir Jorrin moved to where his helm had fallen and scooped it up.

"Well..." Well, somebody had to do it or the poor dragon would end up looking like those pictures of slaughtered baby seals that Greenpeace had plastered North America with back in the seventies. Except of course that the dragon had scales instead of fur and didn't look at all like a seal and it was about to be spitted not clubbed. Actually, he had to acknowledge, it wasn't a very good analogy. More importantly, what would Alison say if she knew her Daddy had allowed the dragon to be killed? "Okay, what will it take for you to go away and leave the dragon alone?"

"If it is thy desire that I leave, giant, thou must first defeat me in single combat." Apparently undaunted by the prospect of fighting someone almost six times his size, Sir Jorrin cheerfully clapped his helm on his head took a deep breath and bellowed, "What ho, giant! Thou art named megatherian and most prodigious great. Come hither and fight!"

"Is that your answer to every-



At the Pond, by Lubov

thing?" Colin asked sharply. "Fighting?"

Sir Jorrin looked confused. "I am a knight. It is what we do."

"Well, I am not a knight and it's not what I do." *What do I do? Got any programs you need debugged? This is ridiculous.* But since he'd opened his big mouth... "I, uh, negotiate."

"What means this, negotiate?"

"It means that instead of fighting, we talk."

"Ah. If it is thy desire to talk, go ahead and while thou art talking, I shall fight the dragon. Although," the knight added peevishly, taking a few practice cuts at the air, "it would be a great deal easier if my nidding horse and equally nidding squire had remained. No doubt the two of them are back at Karamar by now." He took one final swing then turned to faceup the mountain. "What ho, dragon!"

"Sir Jorrin. We have to talk about this."

"I have no time for talk, I must needs rid the land of this arrant and pernicious worm."

"Oh." Colin hadn't considered that. "Does it eat maidens then?"

“Maidens?” Sir Jorrin laughed. “I have never found any maidens in these parts. No,” he continued, oblivious to the tatters of chivalric myth, “no maidens. But it flies over the villages, affrighting persons and livestock. Oftimes in the year, it takes a sheep or calf.”

“A sheep or calf?” That was all? “And you’re going to kill it for that?”

Sir Jorrin snorted. “Not likely. His Majesty has offered a Dukedom to the knight who can best the beast.”

“You’re going to kill the dragon for personal profit?” Like the rest of his generation, Colin had no problem with upward mobility but, as an archetype, Sir Jorrin was becoming a bit of a disappointment. “What about honour?”

Under his armour, Sir Jorrin shrugged. “What about it?” he asked.

Colin sighed. Eleven inches of knight braced himself against the gust. “This is getting us nowhere fast.” He checked his watch. He should be getting home, but Janet could look after Alison for a little while longer. “I think I need to talk to someone in charge.”

“Thou art desirous of speech with his Majesty?”

“If he’s the one who makes things happen, the local CEO, then yes.”

“No!”

“Why not?”

“Thou art a giant!”

“So?” Colin resisted the urge to throw in a Fe, Fi, Foe, Fum – which was the only giantspeak he could remember.

“It is not what is done with giants!”

“Why not?”

Tiny golden brows drew down. “If I take thee to my King, what will stop thee from destroying him?”

“Destroying him? I just want to

talk.”

“Again, talk.” Sir Jorrin chopped absently at a buttercup with his sword, obviously deep in thought. After a moment he looked up and asked, “How can I be certain thou wilt but talk?”

How indeed. I suppose a citation from the Chamber of Commerce for civic responsibility won’t cut it. Then suddenly Colin had a truly brilliant idea. “I tell you what, Sir Jorrin, I’ll take the most sacred oath of my people.” Straightening to his full height, he solemnly traced an ex across his chest. “Cross my heart and hope to die, stick a finger in my eye, my nose drops off if I tell a lie.” Alison had come up with the last phrase herself and been inordinately proud of it. It seemed like the sort of thing that a man enamoured of shouting *What ho!* might be impressed by.

“Quite the oath, giant.” Sir Jorrin thought for a moment, seemed to settle an internal argument, and sheathed his sword. “Very well. Let us waste no time.”

“How far is it?”

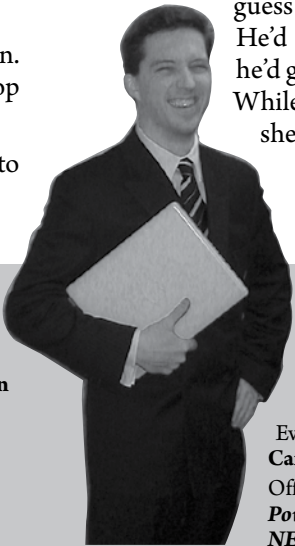
“A three hour gentle ride.” The knight looked disgusted. “A longer walk.”

“Three hours!”

“Hast thou better things to do?”

“I have to get home.” Colin looked back up at the dragon’s cave and caught a glimpse of sunlight reflecting off iridescent green scales. It was the colour of the leaves in Sherwood Forest. It was the colour of the Emerald City. It was the colour of his little girl’s eyes – well, actually Alison’s eyes were more hazel, but in some lights they looked sort of green.

And Alison’s daddy can’t quit now. “I guess I can be a little late.” He’d have to tell Janet he’d got lost in the woods. While she’d believe that, she’d never believe this.



Carsten Turner as Con Chair, 2004
photo by Nicholas “phi” Shectman

15
Jan 16 – 18, 2004
Boston Park Plaza
The Future of Freedom
Sculptor GoH: **Arthur Ganson**
WGoH: **Tim Powers**
FGoH: **Kim Van Auken**
Freedom Guests: **Eric S. & Catherine Raymond**
Filk Guest: **Tom Smith**

Evil Overlord:
Carsten Turner
Official Con Book:
Powers of Two, from
NESFA Press

15.5
Sep 4.5, 2004
Sheraton Boston
The Mini-Arisia at Noreascon 4, with all of the features of Arisia presented in miniature, including flash fiction readings, Magic: The Gathering card art in the Mini-Art Show, and mini buttons in the Mini-Dealers Room.

“Perhaps,” Colin suggested after he’d crossed the meadow in three long strides and then waited fifteen minutes for Sir Jorrin to catch up, “I should carry you.”

“Carry me?” panted Sir Jorrin. “I tell thee again, giant, I am no...uh...” He wiped a sweaty brow with an equally sweaty hand and sighed deeply. “Mayhap thou should.”

Sir Jorrin’s “three hour gentle ride” took about forty minutes of steady walking. They paused once, Colin regretting the four cups of coffee he’d had that morning before leaving home. Unfortunately, the rocky ground was unable to absorb such a quantity of liquid and the steaming stream washed away a section of the path. *I guess I should’ve aimed downhill.*

“Incredible!” exclaimed Sir Jorrin when he was retrieved.

During the speculation that followed, Colin tried not to feel smug.

When they reached the first of the farms, he became too preoccupied with finding a place to safely put his feet to pay Sir Jorrin much attention. Fortunately, there were few fences, a great deal of fallow land, and most of the people either barricaded themselves inside squat stone buildings or screamed and ran for the woods. The one exception raced towards him and jabbed a pitchfork through the top of his running shoe.

“A stupid man,” observed Sir Jorrin, as the next step left the farmer far behind. “But a brave one.”

“Right,” Colin agreed tightly, shaking the pitchfork loose.

“If thy foot-coverings were not thick enough to keep it out, thou hast better hope there was no shit on the prongs. Shit will cause a wound to pu-

trefy most wondrously.”

“Thank you, Sir Jorrin.”

With his brain attempting to operate on the scale it was used to, it seemed that next to no time passed between spotting Kiramar in the distance and arriving in the cleared area outside the waist-high wall. It looked, Colin decided, just the way a city in a fairytale should. Kind of like Barbie and Ken do Camelot.

“Unless thou art impervious to arrow fire,” Sir Jorrin told him dryly, “I should wait here.”

“For how long?” He couldn’t look at his watch without dropping his hitchhiker, but the sun seemed nearly straight up. It had to be close to noon.

“Not long. Watch the Dragongate.”

“The what?”

“The gate we face in the wall.”

A few moments later, the Dragongate opened just far enough for a mounted knight to ride out. The gleaming figure stopped about ten inches from the wall and set his lance.

“What ho, giant! Thou art named ponderous and most minacious calumniator! Come hither and...” The knight broke off, raised a gauntleted hand, and lifted his visor. “Sir Jorrin?”

Explanations took a while. At the request of the city council, Colin tried not to fidget. Sir Jorrin disappeared, leaving him staring at the crowds who’d climbed to the top of the city wall to stare at him. Eventually, a man no more than nine inches tall and trying desperately hard to make up for it, came out to tell him that the king had graciously agreed to grant him an audience.

“As the wall is too high for thee to step over and climbing would damage both it and the buildings against it, mayhap thou canst squirm though the

Rick Kovalcik is calm amid the chaos, 2005.1
photo by Nicholas “phi” Shectman

16
Jan 21 – 23, 2005
Boston Park Plaza
Through Alien Eyes
WGoH: **Barbara Hambly**
AGoH: **John Picacio**
FGoH: **Victor J. Raymond**
Media Guest: **Harry Knowles**
Fannish Movie Guests: **HiddenFrontier.org**
Filk Guests: **Mary Ellen Wessels & Ed Stauff**

Dawngate. Surely th’art not wider than four wagons.”

“Can’t his Majesty talk with me out here?” Colin wondered.

Apparently not.

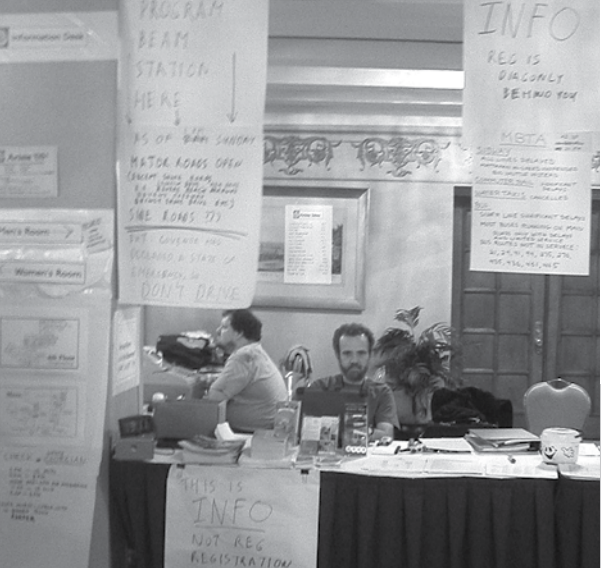
He wasn’t wider than four wagons, but it was close. While squirming, he tried to ignore the embarrassingly frank suggestions from the watching crowds and tried harder to ignore what he was

IT LOOKED, COLIN DECIDED, JUST THE WAY A CITY IN A FAIRYTALE SHOULD. KIND OF LIKE BARBIE AND KEN DO CAMELOT.

squirming in. By partially dislocating one shoulder, he got through the gate and standing again without doing any more than a very minor bit of destruction. An escort of mounted knights waited for him inside and Colin made his way carefully from gate to palace behind them, his sense of wonder fighting for survival against the stench of open sewers.

The wall around the palace was more decorative than functional and reached only just above knee high. He cautiously stepped over it and into a courtyard where he was, once again, told to wait.

Just like home. He eased down onto the cobblestones, back to the wall, in the one position he could manage without crushing anything. *They tell you that you’ve got an appointment then make you*



Con Chair: **Buzz Harris**
Snowstorm shut down Boston

wait some more.

Under shadowed scrutiny from every window, Colin went over the argument he intended to present to the king, wishing that he’d paid more attention to the boys in marketing. All he could remember was a mouthful of teeth that had to have been capped and a lengthy justification of expense accounts, neither of which would be of much use under the circumstances.

After what seemed like hours, the officious little man reappeared followed by an anthill’s worth of servants who swarmed over a balcony by Colin’s head laying carpet, hanging tapestries, and finally setting up what had to be a small throne.

“Will it take much longer?” Colin asked.

The official didn’t even bother to look at him. “His Majesty will see thee shortly.”

A less magical tone could not be imagined. His dentist’s receptionist had one just like it.

Then, as suddenly as they’d appeared, servants and official disappeared. A trumpet sounded, the balcony doors swung open, and out stepped a man Sir Jorrin’s size but older, his hair and beard liberally streaked with grey. *Actually, he looks like Sean Connery in a good rug and a crown. I hope my breath is okay.*

Settling himself on the throne, King Bryant gripped

16.1
Jan 24, 2005
Boston Park Plaza
A fourth day of activities, scheduled very rapidly when we discovered we were all snowed in to the hotel.



Summer Dream, by Lubov

intricately carved wooden arms tightly enough to turn his fingertips white. “So, giant, Sir Jorrin hath told me much about thee. It is thy desire to speak with me concerning the dragon?”

Colin approved of his Majesty getting straight to the point. He’d always been terrible at small talk. “Right. The dragon.” Fortunately, he’d just received the quarterly package from the World Wildlife foundation and while dragons weren’t exactly snail darters or black footed ferrets and the destruction of the Brazilian rainforest certainly didn’t affect them, the text could be adapted to fit. Becoming increasingly impassioned, he wrapped up with an emotional plea for wonder and diversity in the universe, lifted in its entirety from a classic Star Trek episode.

When he finished, King Bryant, looking much less tense, leaned forward and said, “If th’art saying the dragon is magical, th’art wrong. It is nothing more or less than a giant flying lizard.”

Kings, Colin decided, should be less literal. “No your Majesty, I’m saying the dragon represents all the things that are magic and wonderful in the world and you shouldn’t allow people like Sir Jorrin to keep trying to kill it.”

“Allow?” Tiny brows rose imperiously. “Giant, I did not allow Sir Jorrin to challenge the dragon. I encouraged him.”

“Encouraged him? But why?”

“Because Sir Jorrin is young and strong and ambitious and deserves a chance to win a Dukedom.”

“But you should be protecting the dragon!”

“From what?”

“Well, essentially, from everything. And you should be finding a mate for it. Trying to get it to breed.”

King Bryant stared up at him in astonishment. “Then we should have more than one.”

“And just think what that would do for the tourist industry.”

“The what?”

“People would pay to see a family of dragons in their natural habitat. You could open a theme park. Sell t-shirts. Finance civic improvements.”

“Thy words are strange, giant.” Shaking his head, the king stood. “Thy thoughts are stranger. I shall consider them. We will speak again when thou hast been refreshed.”

“But...”

The balcony door swung shut behind him.

Colin could only wait.

And wait.

Finally, a door opened by his left knee and what appeared to be the same crowd of servants rolled out half of a huge wooden barrel which they then filled with buckets of water. As attempting to talk to them only brought panicked retreats and a damp courtyard, Colin gave up and tried, not very successfully, to stretch his legs.

With the barrel full, a bucolic looking young man dragged a confused and protesting cow out into the courtyard by a rope halter and left it there.

Colin gratefully drank the water. After a few moments of terror, the cow settled down and began chewing a bit of topiary.

There wasn’t a bush ungnawed in the courtyard by the time the king returned. “Thou wast not hungry?” he asked, indicating the cow with the sweep of his hand.

Colin winced. He was supposed to eat the cow? Alive? “Uh, no. Thank you.” Whatever happened to a dozen tiny loaves of bread; roast turkeys the size of chickadees; great bowls of custard, sweet and creamy and swallowed whole? Obviously, some fairy tales had better catering than others.

“I have considered your words,” King Bryant told him solemnly, “and have decided that my knights will no longer hunt the dragon.”

“Your Majesty! That’s wonderful!” By God, he’d done it! The dragon was safe! A traditional happy ending and he was responsible. Alison was going to be so proud of her daddy.

The king regarded him speculatively. “Is it true that thou carried Sir Jorrin down the mountain?”

“Well, yes. His horse had run off and he couldn’t walk very quickly in ar-

mour and I didn’t have much time...and good grief, is that the time?” Carefully, so as not to step on the cow, Colin got to his feet. “You’ve made the right decision, your Majesty, you’ll see.” Pins and needles exploded up his right leg, a thousand tiny points of pain. In the interests of diplomacy, he hid the grimace in a smile. “Thank you for your time. Now, if you’ll excuse me, I’ve really got to go.”

“Home?”

“Yes, home.”

“As thou hast carried Sir Jorrin, wouldst thou carry his king to the city wall on thy way out?”

Colin smiled. From playgrounds to battlefields, people didn’t change. If one kid had a sucker then all the kids had to have a sucker. If one country had nuclear capabilities then all the countries had to have nuclear capabilities. If Sir Jorrin had been carried by a giant then the king had to be carried by a giant. “Of course, your Majesty.”

It was much easier to squirm out of the city than it had been to squirm in. At the king’s request, Colin carried him around the outside of Kiramar to the Dragonsgate and set him down on top of the wall, the line of guards that stretched around a quarter curve, parting to let him in.

“The giant,” the king announced, “is going home.”

The guards cheered, waving their bows over their heads. Colin smiled and waved back, reassuring King Bryant that he could find his way to the meadow without a guide.

The king seemed to approve. “Then good-bye, giant. It has been...” He paused, appeared to discard several words, and finally finished with, “...interesting.”



With his hands free of knight, Colin made better time on the way up into the mountains than he had on the way down and although people still screamed and ran, no one tried to stick a pitchfork in him. Humming Puff the Magic Dragon as he walked, in a little under half an hour, sweating and with a stitch in his side, he arrived back at the meadow.

All in all, it had been the sort of day that dreams were made of. Still favoring the pulled muscle in his left shoulder, he bent and scratched at some of the dried blood on his knee. It could have come from the prickly ash, the shards of quartz, or the dragon’s claws – he wasn’t entirely certain which – but every bump, every bruise had been worth it. He couldn’t wait to see Alison’s eyes light up when he told her what he’d done.

“What ho, giant!”

“Sir Jorrin!” Colin grinned down at the knight. “How did you get back up here so quickly?”

“As thou was entering the Dawn-gate, I rode from the Dragonsgate with the city between us. His Majesty kept thee long enough for me to return to this place.”

“Have you come to see me off?”

“In a manner of speaking,” the knight replied. Behind him, a line of archers rose to their feet, and continued to rise until the meadow was almost completely enclosed in a circle of longbows.

“I have come to see that thou art stopped.”

“What?”

“I have come to kill thee.”

“What!”

“Kill thee,” Sir Jorrin repeated. Then, just in case there might still

be some confusion, he added, “Dead.”

“But why?” A fantasy land of miniature knights and dragons he could manage to cope with, but this was something else again.

“Because thou art a giant.” Tone and manner added a clear, *Why else?*

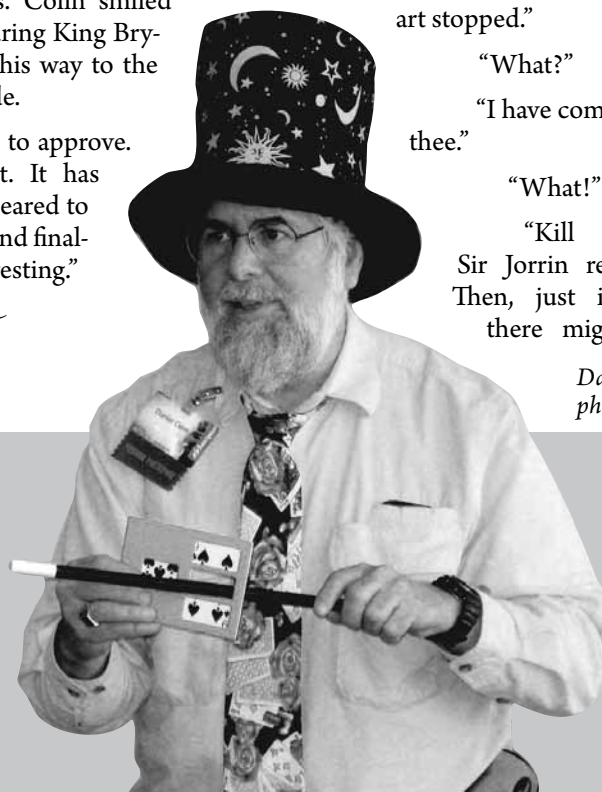
“That’s hardly a good enough reason!” They weren’t actually going to kill him. That sort of thing happened in books and movies, but not in the real world.

“If thou must needs have an explanation,” Sir Jorrin sighed, “know that as thou wilt not be bound by challenge, thou art dangerously unpredictable, creating a grave threat to the kingdom. This I told my king. But of more danger is the certainty that where there is one giant there must be others and unless we would have the kingdom overrun, something must be done. When I told him of thy vow, his Majesty agreed to keep thee talking – and this desire to talk is, I vow, the strangest thing about thee – whilst I, with a company of archers, returned to the place I first saw thee to wait and kill thee before thou canst go back under the mountain and lead thy people through.”

“But I wouldn’t! Cross my heart and hope to die!”

“Precisely,” said Sir Jorrin. “The arrows,” he added, “are poisoned. We could, of course, have shot thee from the city walls as thou didst leave but that would have meant thy great corpse would rot before Kiramar bringing pestilence and no doubt plague as well. Here, the dragon will devour thy carcass and the sun will bake thy bones clean and they shall be as silent witness to challengers of the worm.”

“Challengers? Hold it right there! The king promised me his knights would stop hunting the dragon!”



Daniel Dern as Magician, 2009
photo courtesy of Daniel Dern

17 Jan 13 – 15, 2006
Boston Park Plaza
Focus
WGoH: Allen Steele
AGoH: Frank Wu
FGoH: Barb Schofield
Musical Guest: Heather Dale
Con Chair: Nicholas ‘phi’ Shectman

18 Jan 12 – 14, 2007
Hyatt Regency Cambridge
Humor in Science Fiction and Fantasy
WGoH: Esther Friesner
AGoH: Hilary Scott
Filk GoH: Luke Ski
Con Chair: Joel Herda
A new home for Arisia

19 Jan 18 – 21, 2008
Hyatt Regency Cambridge
Pirates vs. Ninjas
WGoH: Laura Anne Gilman
AGoH: Marrus
Fan Performer GoH: Eric “in the Elevator” Zuckerman
Con Chair: September Isdell

2008 was the first intentional four-day Arisia (the blizzard of 2005 having made the first four day con by a force of nature).

20 Jan 16 – 19, 2009
Hyatt Regency Cambridge
Fabric of Science Fiction
WGoH: Walter H. Hunt
AGoH: Dave Seeley
FGoHs: Ricky and Karen Dick
Con Chair: Jill Eastlake

“The king’s word shall stand. We have no need to hunt the dragon for we know where it is.”

Why that royal... “So you’re going to keep trying to kill it?”

“It is a dragon. That is what one does with dragons. Ready the bows.”

Colin stared down at the ring of archers, or more specifically at the ring of metal points that tipped each angled shaft, and suddenly realized that the safety of the dragon had become a secondary concern. “Hang on! You’re kidding, right?”

“Thou art a giant,” Sir Jorrin pointed out reasonably. “This is what one does with giants. Aim.”

Apparently, he wasn’t kidding. The arrows were three, maybe four inches long. Not really very threatening except that Colin had recently seen a National Geographic special about some tribe in the Amazon basin that used poison darts half that size to kill people. Or maybe he’d seen it in a television adaptation of an old Indiana Jones movie. He’d worry about sourcing it later. If he had a later.

He was big enough that stomping the archers into the ground became a viable option if he could just overcome a lifetime of conditioning. He lifted his foot and with “*Pick on someone your own size,*” ringing in his ears, put it down again.

For obvious reasons, no one stood directly in front of the ridge leading up

to the dragon’s cave. Colin threw himself through the gap, the closest archers diving away from his charge, and scrambled at panicked speed up the rocky slope.

Behind him, he heard Sir Jorrin scream, “Fire!”

It felt like he’d been stung by wasps, a half a dozen times in each buttock. Yelping in pain, he leapt forward and got both hands on the lip of the dragon’s ledge just in time to hear the knight admonishing his men to fire at will. A few arrows thudded into the thick, ridged rubber sole of his shoe, but the rest fell short as, with strength he never knew he had, he dragged himself

LYING IN THE CURVE OF THE DRAGON’S EMERALD GREEN TAIL WAS A TINY HUMAN SKULL WITH THE TOP BITTEN OFF.

up onto the ledge and out of immediate danger.

Inching towards the cave mouth on his stomach, he paused a moment before entering to reach around and pluck out the arrows still quivering in his flesh. They hurt more coming out than they did going in, but he supposed that if he had to be shot with poisoned arrows then he couldn’t think of a place more insulated from anything vital. The pounding of his heart, the multiple trickles of sweat, and his ragged breathing were probably the result of adrenaline. Probably.

Down in the meadow, Sir Jorrin ordered the archers to storm the cave. From the sound of it, the archers had objections.

Tossing aside his handful of arrows, Colin crawled into the mountain and rose to his knees, breath hissing through his teeth at the movement. Curled up on its hoard, the dragon hissed back.

“They tried to kill me!” he told it, still not quite believing in spite of the punctures. “Really kill me!”

The dragon lowered its wedge-shaped head and regarded him through slitted topaz eyes.

“Sir Jorrin’s a bigoted thug, the king makes promises like it’s an election year, fairytale cities stink, and I’ve got a dozen poisoned arrow holes in my butt.” He sighed and shook his head. This last bit was going to need editing before he could share it with Alison. Heavy editing.

“I’m sorry, dragon. I tried to save you, but nothing’s changed. Any day now, some knight, maybe even Sir Jorrin,

will challenge you and you’ll have to answer and...”

And all at once, Colin realized that the bits of metal scattered throughout the horde were actually bits of miniature armour and that lying in the curve of the dragon’s emerald green tail was a tiny human skull with the top bitten off. “And you’ll eat him,” he finished. Somehow, after everything he’d been through, it didn’t even surprise him much.

“You never needed my help, did you? You probably think the challenge is a call for dinner.” It was definitely time to go home. “Oh well, at least you act in self-defence which is more than can be said for Sir Jorrin and company.”

He remembered the king telling him that he had encouraged Sir Jorrin to challenge the dragon.

“Because Sir Jorrin is young and strong and ambitious and deserves a chance to win a Dukedom.”

“Young, strong, ambitious and stupid. His Majesty probably encourages everyone he’d like to get rid of. So much for Camelot.” With one last rub of his aching bottom, he shuffled over to the quartz passage and began working his way into the narrow opening, eyes squinted almost shut against the shimmer of light.

It’ll be just my luck to get stuck here...

But the rainbows were still dancing so they should send him home.

The way the day’s been going, I’ll probably find out this was a side effect from underground testing and I’ll end up glowing in the dark.

His lower legs were still in the dragon’s cave when he heard it slither off its hoard and across the floor. He couldn’t stop himself from chuckling as its forked tongue danced over the inside of one ankle and he felt himself relax as the feathery touch continued. Maybe things weren’t so bad. *At least I can tell Alison there’s a little magic left.* He held perfectly still so as not to scare the dragon away and got his reward when a soft, warm nose lightly pressed against his skin.

Then it bit him on the calf.

His head jerked up, slamming painfully into the top of the passage. Whimpering, he scuttled forward, through the moment of vertigo, thinking of nothing but getting home. The walls crumbled behind him during the vertical scramble up the rock chimney, but he ignored them as he struggled towards the smell of rotting vegetation wafting down from the forest floor above.

Finally, his head emerged into the shadows of dusk and he managed to drag his body out after it. Without the energy remaining for contortions, he rolled out from under the fallen tree and lay for a moment breathing heavily on a leafy

cushion of ground cover.

He began to itch on the way home. He’d been lying in poison ivy.

Alison stared sleepily up at him, a battered teddy bear clutched under one chubby arm. “Why’d you stop him from fighting the dragon, Daddy?”

Colin blinked. And tried not to scratch. “But honey, surely you wouldn’t want the dragon to be killed?”

“But that’s what knights do with dragons.” Her voice held the same matter-of-fact protest Sir Jorrin’s had.

“Daddy!” Alison called from the kitchen. “Guess what?”

Colin glanced up from his magazine. The poison ivy blisters had nearly healed, the swelling from the arrows had gone down enough so that he could sit comfortably again, and the new medicine had pretty much taken care of the nasty intestinal parasite he’d picked up from drinking that half barrel of water. “What?” he asked, making the effort to sound interested and involved.

“There’s a unicom in the garden eating the tops off the carrots.”

A unicorn in the garden. His mouth went dry. Easy to believe she saw a deer, or a goat, but he knew better.

In spite of everything, there was still magic in the world. Still wonderful, mystical, mythical things.

His heart began to pound. Ignoring a sharp

pain from the scabbed over dragon bite, he got to his feet and hobbled into the kitchen.

“What ho, magic!” he called softly.

Alison, her nose pressed against the window, watched as the unicorn moved over one row and began eating the lettuce. “What did you say, Daddy?”

Colin smiled down at the back of his daughter’s head. “I said, that’s nice, dear.”

But he said it like he meant it.

Picking up the bottle of calamine lotion, he went back to the living room.

Because it was nice.

Wincing only slightly, he settled back into his chair.

And this time, it was going to stay that way. ☞



Red Swings, by Lubov

Masquerade 2010; photo 011610_0012M by Sandy Middlebrooks

Jan 15 – 18, 2010
Hyatt Regency Cambridge
SF—Old and New

AGoH: Sarah Clemens
FGoHs: Kevin Roche and Andy Trembley
Musical GoH: SJ Tucker—Skinny White Chick
Writer / Editor GoH: Gardner Dozois
Con Chair: Rick Kovalcik

Jan 14 – 17, 2011
Westin Boston Waterfront
Mad Science

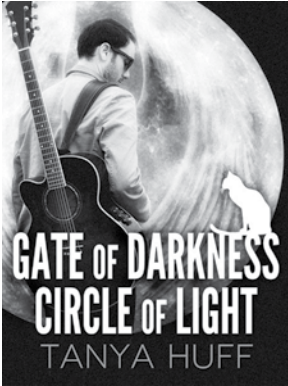
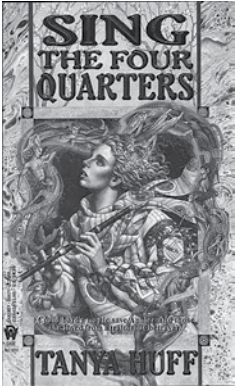
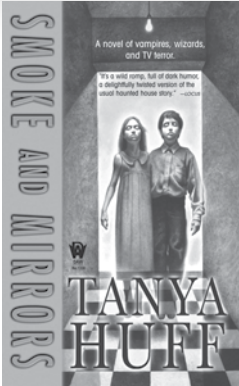
AGoH: Josh Simpson
FGoH: René Walling
Webcomic GoH: Shaanon Garrity
WGoH: Kelley Armstrong
Special Guest: Seanan McGuire
Con Chair: Crystal Huff

Jan 13 – 16, 2012
Westin Boston Waterfront
Where Science and Adventure
Come Together!

GoHs: Phil and Kaja Foglio,
Gareth Hinds
Con Chair: Cris Shuldiner

Jan 18 – 21, 2013
Westin Boston Waterfront
WGoHs: Tananarive Due and
Steven Barnes
AGoH: Roger Dean
Music GoH: Emerald Rose
Con Chair: Rachel Silber

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- Swan's Braid (1996)

- In Mysterious Ways (1997)

- The Lions of al'Kalamir (1999)

- Sometimes, Just Because (2003)

- The Things Everyone Knows (2007)

MERCEDES LACKEY'S VALDEMAR

- The Demon's Den (1997)

- Brock (2003)

- All the Ages of Man (2005)

- Live On (2008)

- Nothing Better to Do (2009)

- The Time We Have (2010)

- Family Matters (2011)

ITHKAR

- What Little Girls Are Made Of (1986)

MERCEDES LACKEY'S ELEMENTAL

MASTERS

- Tha Thu Ann (2012)

SHORT FICTION

- The Chase Is On (1989)

- Underground (1992)

- Shing Li-ung (1992)

- I'll Be Home for Christmas (1992)

- First Love, Last Love (1993)

- The Harder They Fall (1995)

- Word of Honor (1995)

- A Debt Unpaid (1995)

- A Midsummer Night's Dream Team (1997)

- Symbols Are a Percussion Instrument (1997)

- Now Entering the Ring (1999)

- Burning Bright (1999)

- Valor's Choice (excerpt) (1999)

- Oh, Glorious Sight (2001)

- All Things Being Relative (2001)

- Sugar and Spice and Everything Nice (2001)

- To Each His Own Kind (2001)

- Nights of the Round Table (2002)

- Nanite, Star Bright (2002)

- Playing the Game (2002)

- When the Student Is Ready (2002)

- Succession (2002)

- I Knew a Guy Once (2003)

- He Said, Sidhe Said (2004)

- Finding Marcus (2004)

- Jack and the B.S. (2004)

- Slow Poison (2005)

- Tuesday Evenings, Six Thirty to Seven (2006)

- Smoke and Shadows (Excerpt) (2006)

- Smoke and Mirrors (Excerpt) (2006)

- A Woman's Work . . . (2007)

- Blood in the Water (2007)

- Exactly (2007)

- Valor's Trial (excerpt) (2008)

- Music Hath Charms (2008)

- No Matter Where You Go (2010)

- Quid Pro Quo (2010)

- Songs Sung Red (2011)

- Oh Glorious Sight (2013)

ESSAYS

- "Just keep thinking it's a happy ending and we'll be all right..." (1997)

- Author's Afterword (Stealing Magic: The Complete Adventures of Magdelene and Terazin) (1999)

- Letter (Locus #474) (2000)

- Introduction to "Third Time Lucky" (2003)

- Introduction (Speaking With Angels) (2003)

- A Special Introduction (Summoned To Destiny) (2004)

- Introduction (Women of War) (2005)

- Introduction (The Blood Books, Volume 2) (2006)

- Introduction (The Blood Books, Volume 3) (2006)


- Introduction (Blood Bank) (2008)

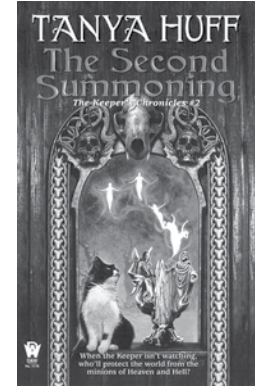
REVIEWS

- Tesseract's 7 (1999) by Jean-Louis Trudel and Paula Johanson

- Beholder's Eye (1999) by Julie E. Czerneda

INTERVIEWS

- Tanya Huff: Builder (2013) 



LUBOV BIOGRAPHY

Lubov was born in St. Petersburg, Russia. Anxious for cultural and political freedom, Lubov immigrated to the United States. This move caused her to adapt to a culture very different than the one she had known. Although she has very few good memories of her youth while in Russia and of her move to the US, her early adversities forged her character in a manner that she says has benefited her throughout her life and abounds in her art.

Perhaps oddly, it is the art of the fantastic—fantasy, phantasmagoric—

that draws Lubov’s imagination and her skills as an artist. She studied art at the Chicago Art Institute, but she maintains that her true knowledge of art—her sense and sensibility—comes via her own studies. She considers her art to be a return to the pre-Raphaelites’ storied imagination, a thesis of art that resonates for her, and lists her as her artistic inspirations Adolphe-William Bouguerau, John W. Waterhouse, Maxfield Parrish, Sir Lawrence Alma-Tadema, Victor Mikailovich Vasnetsov, Arkhip Kuinji, Alphonse Mucha, and Rembrandt.

Lubov paints with oils, a medium that she reminds us is over six hundred years old. To view her work in the proper

manner, it might be simplest to think of her as a classical painter exploring the human condition through the scrim of the fantastic.

Enjoy, appreciate, and perhaps even collect Lubov’s work here at Arisia. ♪



Lubov photo by Alan White

AN APPRECIATION OF LUBOV
BY COLETTE FOZARD

When I was asked to write an appreciation of Lubov for the Arisia program book, I was thrilled. I don’t even think the Publications Staff knew I have a “Lubov Living Room”, where five of the eight paintings hanging are hers, or realized that it had slipped my mind that I have three more in a row in my bedroom. Come to the Art Show this year and you’ll see a wider collection of her work with much better lighting!

I first saw Lubov’s work at Arisia in 1995, and instantly loved it. Being that I was getting my Guest of Honor lineup set for Balticon XXX in 1996, I asked my friends Martin Deutsch and Shirley Avery, who worked many Art Shows on the East Coast and ran Balticon’s Art Show,

if they knew anything about her as an artist, was she nice, would she be a good guest of

honor. Martin’s first response was “She’s smaller than you!” After getting that out of the way, they agreed she would be an excellent choice. I hung around Arisia’s Art Show a lot that year and when I finally had a chance to bump into her, I invited her as my Guest of Honor and will always remember the look of sheer delight and surprise on her face when I did. She happily accepted. She was a wonderful Guest of Honor, and I treasure the memories of her participation at Balticon XXX.

As I look over Lubov’s artwork in my house, the detail and beauty of her paintings are what caught my eye. I always seem to notice something new

in “Royal Procession”, a delightfully intricate piece with incredible detail. My favorite work of Lubov’s, “Metamorphosis”, I feel represents the many changes one can go through in life, and how we all want to reach for something new. I have always felt drawn in to her paintings, wondering what her subjects are thinking, and that has contributed greatly to my enduring enjoyment of them.

While I have always enjoyed attending and staffing Arisia, this year I asked early on if I could work as Lubov’s Guest Liaison; doing everything I can to ensure she has a wonderful time here at Arisia. I am delighted to see her back at an East Coast science fiction convention and her beautiful works on display again for all to see, enjoy, and purchase for display in their homes.

Colette Fozard will be the Fan Guest of Honor for Arisia 2015. ♪



LUBOV PORTFOLIO:

- Gypsy in Motion (PG 25)
- Winter (PG 26)

- Scarf (PG 27)
- Green Water (PG 27)
- Royal Procession (PG 28 - 29)

- Baba Yaga’s House (PG 30)
- Dreamscape (PG 30)

25

Jan 17 – 20, 2014
Westin Boston Waterfront
Cross-Culturalism
WGoH: Tanya Huff
AGoH: Lubov
FGoH: James Nicoll
Con Chair: Lisa Hertel

26

Jan 16 – 19, 2015
Westin Boston Waterfront
WGoH: N.K. Jemisin
AGoH: Lee Moyer
FGoH: Colette H. Fozard
Con Chair: Mike Sprague







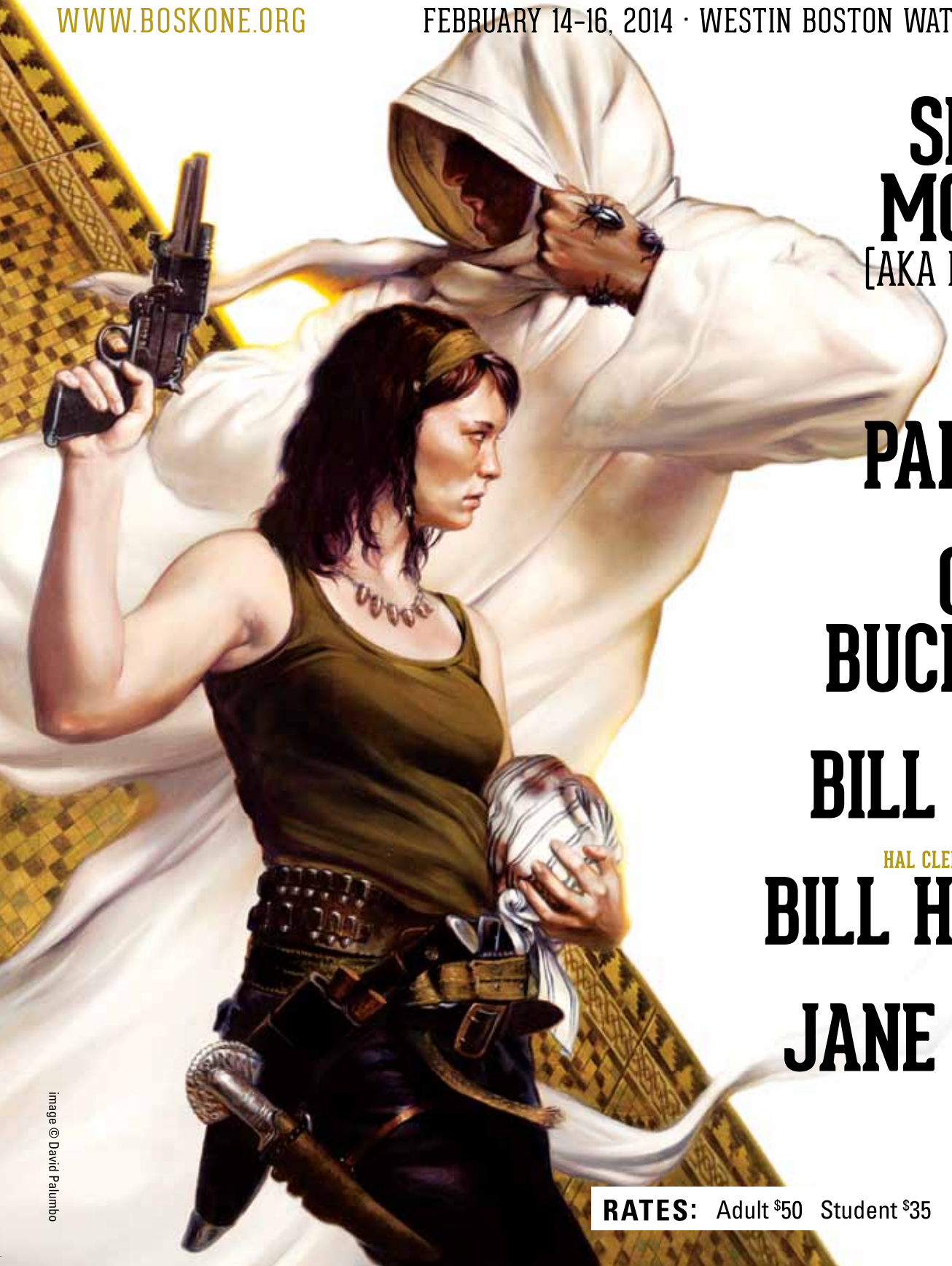


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BUCHANAN**

FEATURED FILKER

BILL ROPER

HAL CLEMENT SCIENCE SPEAKER

BILL HIGGINS

NESFA PRESS GUEST

JANE YOLEN

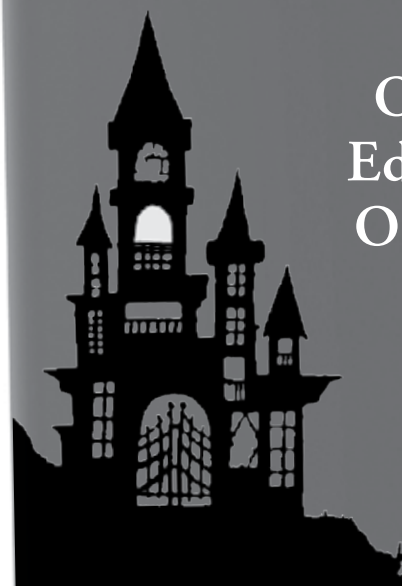


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image © David Palumbo

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JAMES NICOLL BIOGRAPHY

James was born in Canada, learned English in the UK, learned English again in Canada, and aside from various trips abroad, has spent most of his adult life in Kitchener, Ontario. He ran a hobby shop for 17 years and now is a freelance book reviewer and game editor—occupations that have taught him how to budget.

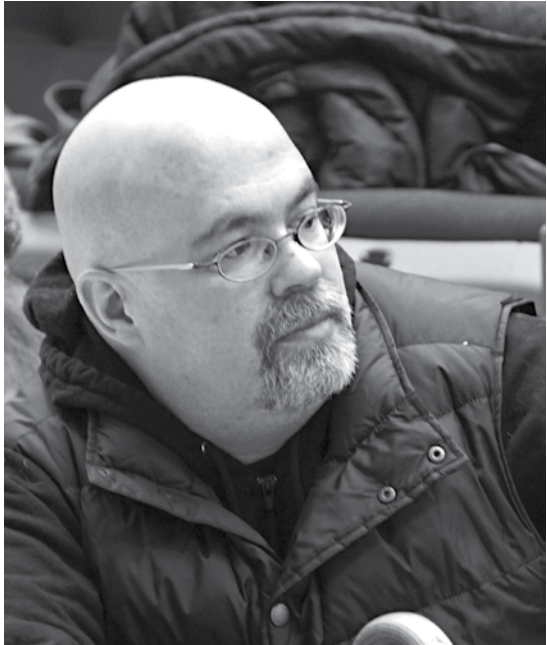
He is probably best known for the following quotation:

The problem with defending the purity of the English language is that English is about as pure as a cribhouse

whore. We don't just borrow words; on occasion, English has pursued other languages down alleyways to beat them unconscious and rifle their pockets for new vocabulary.

Or, he is known for being accident-prone (a partial list of related anecdotes can be found at <http://dd-b.net/NicollEvents/>); or how he accidentally designed a laser able to evaporate Earth-sized planets at a million light years might belong on that list.

He also owns cats. 🐾



James Nicoll photo by Michael L. Davenport

AN APPRECIATION OF JAMES NICOLL
BY STEPHANIE CLARKSON

I met James Nicoll in May of 1985, when I was 14 years old. He and his business partner, Brian Dorion, ran the local gaming store, Imperiums to Order. I had started playing roleplaying games the previous fall, and while there were other hobby places that carried things, if you wanted to drink from the firehose, you had to go to their store.

It was in what had been the living room of a Victorian house that had the misfortune of being too close to Kitchener's very tiny downtown commercial district, and had been chopped up into several retail establishments that probably violated every firecode known to man.

I'm not entirely sure that James, who was 24 at the time, really wanted a rather young teenage girl to become a fixture in Imperiums, but he never kicked me out. More than that, at a time when I was trying to figure out if it was even possible for me to make friends, he became mine. James delighted in word-play and sarcasm and the geek community his store helped foster in the area, and he helped a young girl who was drawn to the subversive (but had to deal with a very mundane high school) see that

there was a world out there she'd fit into. He introduced me to members of the University of Waterloo's Science Fiction Club (WATSFiC), and was responsible for the recruitment of many (including me) to theatre and comedy writing through FASS, the annual revue show at University. I'm not entirely certain the

SOMETHING ABOUT JAMES' OFFHAND COMMENT
TAUGHT ME MORE ABOUT CREATING STORIES THAN
YEARS OF HIGH SCHOOL ENGLISH CLASSES HAD.

latter was intentional; I just remember being in his store when he asked several of us who were hanging out if we had seen the recent show. When we all said no, he said, "Well, that's a shame. You're not going to get any of my jokes for the next year."

A few years later, I was hanging out in the store and James said he was closing a few minutes early to catch the early show of a new movie, *The Princess Bride*, and asked if I wanted to come along. I did, and it was amazing, but that's not really the thing about this story. During the walk over to the theatre, we passed a shoe in the middle of King St. The shoe was sitting on the median line, perfectly

lined up, and I remember James looking at it *very* intently, and suddenly saying, "I'm sure there's a fascinating story about that." Sometimes you can't explain why a relatively mundane moment stays with you so clearly. We spent a few minutes, for the rest of the walk, talking about possible science fictiony reasons for the shoe's presence and location. I was 16, and something about James' offhand comment taught me more about creating stories than years of high school English classes had.

My mother said, a few years back, that she thinks I was raised as much by James as I was by her—if not more so, because I would actually listen to James. I'm sure this makes James quite proud. Regardless how he feels about our friendship of nearly 30 years, the things he introduced me to—hard science fiction, theatre, comedy, role playing games and the sheer *pleasure* one can sometimes take in being a geek, have become the mainstays of my life, and in many ways are why I'm involved with fandom and Arisia at all. So now you know who to blame. 🐾

Stephanie Clarkson is a web developer and semi-pro writer who makes puppets and bartends. She has attended Arisia for 21 years.

Abrihette
Dawn and Alice Albright
Christina Albritton
R. L. Allison
Joshua D. Altobelli
Kimm Antell
Julia Austein
E. J. Barnes
Alan F. Beck
Jim Belfiore
Joe Bellofatto
Bishonen Judge
Janet Bruesselbach
Michela Carlson
Andrew Cefalu
Peri Charlifu
Jason Cheeseman-Meyer
Clarissa Cupcake
Vicka Corey
Daniel Cortopassi
Laurel Cunningham-Hill
Cyd
Charlene Taylor D'Alessio
Loren Damewood
Janelle L. Downey
Jill Eastlake
Bob Eggleton
Kyrith Evans
Alana Farley
Sara Felix
Casanova Frankenstein
MK Frisby
Grant Fuhst
Handmade Bronze
Carol Hanson
Margery Harrison

Lisa Hertel
Richard Hescox
Butch Honeck
Briana Humble
Jim Humble
Jen Hunter
Catelyn Johnson
Andrew Kaufman
Johnna Klukas
Bettina M. Kurkoski
Charles Lang
Kimberly Leach
David J. Leblanc
Scott Lefton
Sunshine Levy
Lubov
Jackie Luckner
Lux Faros

Richard Man
Theresa Mather
Diane M. Mathieson
Becky Maung
Mike Maung
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Meerwyn
Rachel Mello
Wanda Metcalf
Sarah "Tashari" Morrison
Matthew Mrowka
Emma Nackid
Thomas Nackid
Laurel Nelson
Anne Nydam
David Lee Pancake
Misty Pendragon
Chiara Pieri
Marianne Plumridge
Samantha Rabbitt
Aedan C. Roberts
Kim Rudeen
Carol Salemi
Michael Sharrow
Wendy Snow-Lang
Andrew Sprague
Donna Lynne M. Stevenson
Jess Steytler
Jeff Sturgeon
Corey Tevan
Kendra Tornheim
Joan Turner
Andy Volpe
Weegoddess
Raelinda Woad 🐾

PROGRAM PARTICIPANTS

MARC ABRAHAMS is the founder of the Ig Nobel Prize ceremony. The prizes, awarded each year since 1991, honor achievements that make people laugh, then think. He is also editor and co-founder of the science humor magazine *Annals of Improbable Research*, a weekly columnist for *The Guardian* newspaper, and the author of several books. His web site and blog are at www.improbable.com.

YITZY ABRAMOWITZ comes from a family that is four-fifths nerd and married into a family that is two-thirds nerd. He is the kind of person who will watch a show or read a manga obsessively until the bitter end, even if it begins to turn sour "coughHEROEScough". He is currently hooked on *The Walking Dead*, *My Little Pony: Friendship Is Magic*, and *Doctor Who* among other things. Yitzy doesn't have a blog, but his brother has a pretty swell one where he semi-reviews the first volumes of popular and unpopular manga at themangaconnoisseur.blogspot.com.

HEATHER ALBANO (www.heatheralbano.com) is the author of the steampunk novels *Timepiece* and *Timekeeper*, co-author of five text-based multiple-choice games released by Choice of Games, lead writer for the first mission of the interactive radio drama *Codename Cygnus*, and creator of assorted short fiction and poetry. She is a member of the Cambridge Science Fiction Workshop, a member of Women in Games (Boston), and a graduate of the Clarion Writers' Workshop. She's particularly interested in artificial intelligence and natural language processing at the moment, and would love to talk to any experts in the field who might be at Arisia!

DAWN ALBRIGHT is involved in many different areas of fandom. She's a short story writer, editor of anthologies (*New Altars* and *Vision Quest*), a

dollmaker and costumer. Her most recent project is a web journal called *Polu Texni* which can be found at <http://www.polutexni.com>. Her dollmaking site is www.dollmaking.org.

As a SFWA member, **KEN ALTABEF**'s short fiction has appeared in *The Magazine of Fantasy and Science Fiction* as well as *Interzone*, *Abyss & Apex*, *BuzzyMag*, *Stupefying Stories*, *Unsettling Wonder* and various anthologies. He was an editor on the mixed-genre short story anthology *Drastic Measures* and its sequel *Wash the Spider Out*. His novels include *Touching the Mystery*, *Discovering the Way* and *The Hidden World* as part of *Way Of The Shaman*, his 5-part series of epic fantasy novels published by Blueberry Lane Books. You can preview this work and others at the author's website www.wayoftheshamanONLINE.com

MARK L. AMIDON first read Isaac Asimov's "Nightfall" in 1971 and has been heavily involved in science fiction ever since. He has been attending Arisia since 1991, and with his wife since 1992. He lives in the future, right now. Both of his daughters read genre fiction. His cats remain aloof.

THOMAS A. AMOROSO, MD, MPH is a practicing emergency physician, health policy analyst, and has been a fan of fantasy and science fiction since his junior high librarian pointed him to Harry Harrison after he found Andre Norton on his own. After that, he devoured everything he could find in the limited libraries available in Europe for English language SF. Despite all of that, it took him way too many years to find the rest of organized fandom. He firmly believes in the power of human thinking to get us through crises; he just wishes we'd use some of it to "avoid" crises instead. He cannot wait for the autodoc so he can stop being a doctor because what he really wants

to do is direct. All other aspects of science are just as fascinating, and he's fully prepared to expound on the scientific method, the uses and limits of statistics, and why most people aren't able to adequately judge scientific issues, even though it just isn't that hard.

Taken broadly, **ERIK AMUNDSEN** has had an interesting life; he's been a baker, an itinerant schoolteacher, worked for two governments, and gotten in bar fights overseas. He now lives at the foot of a cemetery in central Connecticut where he writes nasty little stories and poems that shuffle around in the night when he's not looking. Or at least he hopes it's them; something's got to be making those noises and it's not the furnace. A few of them have made it to *Weird Tales*, *Fantasy Magazine*, *Goblin Fruit*, *Three Crow Press*, and *Cabinet des Fees*.

ANDREW ANSELMO has been creating and folding origami for over 20 years, and has been a street performer for over 10 years at Waterfire (Providence, RI) as well as at Faneuil Hall, Boston Common, and many other venues. He also has taught origami at local libraries and museums throughout New England. www.flappingbird.com. He is a member of Artisan's Asylum, a large maker space in Somerville, MA.

INANNA ARTHEN is an artist, speaker and author of *The Vampires of New England Series* (<http://vampiresofnewengland.com>): *Mortal Touch* (2007), *The Longer the Fall* (2010) and *All the Shadows of the Rainbow* (2013). Inanna is a lifelong scholar of vampire folklore, fiction and fact, and runs By Light Unseen Media (<http://bylightunseenmedia.com>), an independent press dedicated to publishing vampire fiction and nonfiction. She is a member of Broad Universe, New England Horror Writers, Independent Book Publishers Association (IBPA) and

Independent Publishers of New England (IPNE). She holds an M.Div degree from Harvard and is an outspoken advocate for the Pagan and LGBTQ communities. She is the minister of the Unitarian Universalist Church of Winchendon, MA.

LISA A ASHTON is a Master-level costumer from Maryland. She has won Best In Show in the Arisia Masquerade in the past with “Home Improvement”, “The Standing Stone” (with Diane Seiler), and “Mary Gothins-Perfectly Evil”, and “Victorian Tiki Calypso”, which almost caused her to fall over, upon wining Best In Show. She enjoys costuming, beads, and hunting, and has been an Emergency PA for over 25 years. Passionate interests include collecting Victorian photo cards and extant clothing of the period, as well asvintage beadwork. She is a contributor to “The Virtual Costumer” with articles about Victorian clothing research. Currently she is engrossed in traditional crazy quilts, and did the best she has ever done with quilts in the Montgomery County Fair this past summer.

Software engineer, maker, and technology enthusiast: at the moment **ROBERT JACK BABB** is working on a variety of microcontroller projects and blogging at www.dragonflythingworks.com.

JAMES BACON is an Irishman living in London who drives trains for a living. A Hugo winner for his Fanzine work, he writes for various fanzines and reviews comics for Forbidden Planet Blog, he also likes helping with conventions, growing a moustache and is an avid reader of Comics, SF Books, Irish Military History and Alternative History.

MEGUEY BAKER is a game designer and sex ed teacher living in western MA. Highlights: designed games for teenage girls in Ethiopia with The Girl Effect; published Valiant Girls, PsiRun, and the critically acclaimed 1001 Nights; writes for the award-winning game blog Gaming As Women. Meg’s game designs focus on creating compelling stories that fit in small social footprints in terms of time and resources. Her work as a counselor for women navigating postpartum stress and depression contributes to her sense that everyone has a story worth telling and a story worth hearing, and providing a space for people to tell those stories is a progressive act. As a mother of teenage boys, she is increasingly convinced that fact-based and non-judgmental sex education is a key to healthy and self-directed sexual expression. Pretty much everything in Meg’s life relates directly to listening and making heard the voices of people and populations often disregarded.

STEPHEN R BALZAC is the author of “The 36-Hour Course in Organizational Development,” published by McGraw-Hill. He has also been published in numerous magazines, including *Analog Science Fiction*. When he’s not writing, Steve is a management consultant, speaker, and psychology professor. He is the president of 7 Steps Ahead (www.7stepsahead.com) and the founder of the MIT Assassins’ Guild and SIL West. He uses LARPs as a tool for training business leaders in negotiation and leadership skills.

BONNIE BARLOW has a Master’s degree in Counseling and in Experimental Psychology. She is currently doing research psychology in personality and teaching psychology. Bonnie has worked in biotech and tutored ESOL students. She is a certified high school biology teacher. She met James Turner at Arisia 1 and has been married to him for 21 years.

E. J. BARNES is a cartoonist and comic-book artist, having seen publication in *Fortean Times*, *Funny Times*, *The Journal of Irreproducible Results*, and *Gauntlet*. She has been published in several Boston Comics Roundtable-related anthologies. She exhibits at in-

dependent comic-book conventions, and her comic books (self-published under Drowned Town Press) are sold across the country. She teaches cartooning at the Cambridge Center for Adult Education.

HOWARD BEATMAN has been interested in comic books since 1959, science fiction since 1966, and has been going to conventions since 1974. He has attended all the Arisias, brought two friends, and brought his nephew to Arisia for four consecutive years—the next generation of nerds is well in hand!

JIM BELFIORE is a leader of pioneers. He is a Certified Innovation Master, a TRIZ Associate and Managing Director of Client Innovation for IHS. Jim’s industry expertise includes: medical devices, pharmaceuticals, sustainable and conventional energy, defense, aerospace, commercial space flight, food & beverage, consumer products, supply chain risk analysis, chemicals, chemical process manufacturing, automotive and green technologies. Jim facilitates break-through innovation at many Fortune 500 product R&D centers, and is a featured speaker at innovation conferences around the world. He has been a long-time member of SF fandom (and a former Arisia Con Chair) with a special passion for Japanese Tokusatsu. Jim is a published writer (his science and innovation articles have appeared in NASA Tech Briefs and Design News) and dabbles professionally in retro CG artwork. Follow Jim at: <http://twitter.com/jsbelfiore>

ADRIANNE BRENNAN stumbled into her love of writing by accident at the age of ten with a creative writing assignment for her science class. The end result was a science fiction comedy featuring numerous puns regarding vegetables. Adrianne’s works were previously published through Aphrodite’s Apples Press and are now published through Freya’s Bower, Love You Divine, Running Press/Constable & Robinson, and Torquere Press. In addition, she is a member of EPIC, Infinite Worlds of Fantasy Authors, the Midnight Seductions Authors group, and an alumnus member of Kappa Gamma Psi, a co-ed national professional performing arts fraternity. The author resides in Boston, Massachusetts with two cats and a car she has aptly named “the TARDIS.” She assures her readers that people tell her it looks bigger on the inside.

ELIZABETH BIRDSALL is a longtime fan and occasional author. She has had short stories published in the anthology “SteamPowered II: More Lesbian Steampunk Stories” and in Penumbra eZine. She lives in the Boston area with two excellently geeky housemates and two extremely inept cats.

Trish Wilson publishes with the pen names **ELIZABETH BLACK** and E. A. Black. Her erotic fiction has been published by Xcite Books, Circlet Press, House Of Erotica, Scarlet Magazine, and other publishers. Her dark fiction and horror has been appeared in Stupefying Stories magazine, Kizuna: Fiction For Japan, Zippered Flesh 2: More Tales Of Body Enhancements Gone Bad, Midnight Movie Creature Feature, and Mirages: Tales From Authors Of The Macabre. She writes paranormal erotic romance, erotica, and horror. On a fun note, she has also worked as a gaffer (lighting), scenic artist, and make-up artist (including prosthetics) for movies, television, stage, and concerts. She worked as a gaffer for *Die Hard with a Vengeance* and *12 Monkeys*. She did make-up, including prosthetics, for *Homicide: Life On The Street*. She is especially proud of the gunshot wound to the head she had created with makeup for that particular episode.

As Misty Pendragon, **GAYLE BLAKE** is a published writer, editor, and jewelry maker. Currently she writes for the website, www.goodtobeageek.com, Carpe Nocturne Magazine and This Is Awesome-

ness! She has been doing panels at cons for too many years now, and you would find her on pretty much every Joss Whedon panel! Currently she works in the real life as a Tech Support rep for the area’s largest cable company. Current favorite quote is, “We have done the impossible, and that makes us mighty,” by Joss Whedon.

A native of Phoenix, AZ who long ago decided he preferred living somewhere with actual seasons (namely Boston), **W. “IAN” BLANTON** has been spending the last decade or so focusing on homeschooling his daughter while being gainfully employed as a Mac consultant. His previous life interests include western/eastern martial arts, LARPs, costuming, Gaming (Video & RPG), historical re-enactment, and flinching whenever a “re-imagined” movie/TV show is announced. His current project is putting the finishing touches on his handmade 18’ folding sea kayak, and trying to decide whether or not to actually open his OGRE board game box.

AURORA CELESTE is a costume dabbler with more than 10 years of experience. Her costuming interests are all over, but her passion is reproducing costumes; mostly sci-fi and fantasy movies, tv shows, anime, and manga. She gives panels and enters masquerades all over the country, has won Best in Show at Costume Cons 24 and 30 as well as Chicon and Lone StarCon and is currently serving as Vice President of the International Costumers’ Guild Board of Directors. Outside of costuming, Aurora can often be seen running conventions. She has served as staff on many conventions, including DragonCon in Atlanta and a con head at Naka-Kon Anime Convention in Kansas City. Visit her costuming blog at www.dramaticthreads.com.

BRIDGET JOYCE BOYLE has held many positions from gopher to div. head at many types of cons. As a transplanted Philadelphian, she makes her home in Merimack, NH. A mother of 3 geek girls, an Artist and a dreamer, she has instructed Computer Literacy and Graphics Programs for years. She avidly supports sexual orientation equality for all people and firmly believes all citizens deserve equal rights. She enjoys her first Life and Second Life, and SF across the mediascape. This year she returns to servicing the SF community as the Member Services division head in Arisia 2014.

ANNA R BRADLEY is a gamer, LARPer, costumer, and volunteering junkie. This year she is also the Div-Head for Ops here at Arisia.

DAVID E. BRAHM, Ph.D., CFA, is a portfolio manager at Geode Capital Management in Boston. Dr. Brahm holds an S.B. in physics and math from MIT, and a Ph.D. in theoretical particle physics from U.C. Berkeley. Following six years of postdoctoral physics research at Caltech and Carnegie Mellon, he joined Fidelity Investments in 1996, and became one of the founders of Geode in 2001.

JAMES BREDT was one of two technical founders of Z Corporation, which makes 3D printers, and holds over 20 issued patents in 3DP technology. He has taught numerous courses at MIT, from freshman chemistry to capstone lab classes in materials science. Presently he works for Viridis3D developing engineering ceramic materials for 3D printing. He published a cartoon introduction to classical thermodynamics, and he is presently working on a sequel covering introductory quantum mechanics.

KATHERINE BRICK is a fan with a fan husband and three fan kids. They all like to costume, do crafts, and read books. In her professional life she is a metaphorical cat herder. In Fastrack that counts for something, right?

TERRI BRUCE has been making up adventure stories for as long as she can remember and won her first writing award when she was twelve. Like Anne Shirley, she prefers to make people cry rather than laugh, but is happy if she can do either. She produces fantasy and adventure stories from a haunted house in New England where she lives with her husband and three cats. Visit her on the web at www.terribruce.net.

NAT BUDIN plays guitar, cello, and sings with the band Stranger Ways. He has also written and run over a dozen LARPs, has served as con chair of Intercon I in 2009 and the first three Festival of the LARPs conventions at Brandeis University, and writes open source software in the Ruby on Rails community. Basically, Nat does all the things.

Known on the internet as Ryoko-Dono, **BETH BURGER** has been cosplaying since 2001. Inspired by her love of creating costumes, she pursued a B.S. in Fashion Design. Having taken classes in draping, flat pattern and basic garment construction, Beth still enjoys learning new techniques through her different costumes. Cosplay and costuming is just another great way to continue expanding her skill-sets and talents. While not at her job as an Assistant Fashion Designer, Beth also enjoys reading fantasy novels, going to rock concerts and relaxing on the couch with Netflix and her evil cat.

2nd gen geek born Hoosier, raised Minnesotan, converted Bostonian, **KETHRY BURKE-SCOVILL** is a 19 year old genre lover and SuperWhoLockian in Women and Gender Studies and English at Simmons; who dabbles in acting, cannot stop dancing, and desperately wants more sleep or more hours in the day. Maybe both.

HANNA “GALE” BURNETT has been costuming at conventions since 2003. A few years ago she noticed that in all the discussions going on throughout the cosplay community one major topic seemed to be missing: safety. It was then that she created the Cosplay Safety Project (cosplaysafety.tumblr.com/): a series of articles and panels about how to maintain safe habits while creating and wearing costumes and attending conventions. The project covers everything from what to keep in mind when designing a costume (size, scale, comfort, temperature, etc.) to how to avoid becoming the victim of harassment, and many topics in between. When she is not working on costumes, Hanna performs as an actor with local theater companies in her home state of Connecticut, writes and presents for AnimeCons.com/ AnimeCons TV, and works as the Director of Guest Relations at the Hartford, CT based pop-culture convention ConnectiCon.

LIZ CADEMY is a Professional Polymath, specializing in nothing at all. In a previous life, Liz sat in a small, padded cubicle under a nameplate that read “Financial Analyst”. Now, she is designated driver to two teens, runs a web and graphic design business, Polymath Solution, writes ebooks, designs and sells t-shirts (as Cartesian Bear Industries), sews, knits (and designs patterns for both), makes chain mail, and works at science fiction cons. Sometimes she sleeps. She lives in the woods with her two kids, a silly lizard, and a cat who hasn’t chosen itself yet.

KEVIN CAFFERTY is a documentary filmmaker from Massachusetts. His most recent film, “It’s a Bash!”, was given four stars by *The Providence Journal*, aired on New England PBS affiliates, and is currently available on DVD from Midway Pictures. He has been nominated for four Emmy awards, can be followed on Twitter at [@kcafferty](https://twitter.com/kcafferty), and writes terrible fan fiction about immersive theater in his spare time. <http://midway-pictures.com/>

D. CAMERON CALKINS has been active in the SF/F

community since the early 1980’s. He has been creating art in the genre and displaying it at conventions since Noreascon 3. He has won numerous awards, and been published from time to time. His art appeared most recently on the cover of Roberta Rogow’s 1800’s murder mysteries. Cameron speaks on a variety of topics and is frequently in the company of Dagnir, his dragon.

JAMES L. CAMBIAS is a science fiction writer and game designer based in western Massachusetts. His fiction has appeared in *F&SF*, *Shimmer*, *Nature*, and various original anthologies. He has written more than a dozen game books for Steve Jackson Games and HERO Games. In 2004 he became a partner in Zygote Games, a small game company which produces science and nature based card and board games. His novel *A Darkling Sea* has just come out from Tor Books.

D. L. CARTER was decanted from her incubation pod in the outback of Australia many decades ago. This terrifying event was closely followed by shrieks of “there, there it goes. Hit it with a brick!” These valiant attempts to correct the existence of D.L. were, unfortunately, unsuccessful and she now resides in New Jersey, US, in a box with her toys, two human beings and three cats.

HUGH CASEY is a writer, actor, filmmaker, photographer, and event promoter living in King of Prussia, PA. He’s the founder of Parents Basement Productions and has produced, directed, written, and performed in short films, which can be found on YouTube.com. Hugh is a longtime fan of science fiction and fantasy, and has been part of fandom for many years. He has been the president and vice-president of the Philadelphia Science Fiction Society (PSFS), as well as on the board of directors. He was chairman of the Society’s annual conference, Philcon, in 2003, and vice-chairman in 2002. He is currently the head of programming for Philcon, as well as head of programming for Storykeeper Events and the director of Dorian’s Parlor. He attends, and is often a panelist at, many cons and events, such as Arisia, Balticon, and Wicked Faire. In 2010 he was the “Guest of Awesome” at 5 Pi-Con. You can find him online at <http://www.hughcasey.com>, or on Facebook at <https://www.facebook.com/Hugh.A.Casey>.

MONICA CASTILLO is a freelance film critic and writer based in Boston. She spends a good portion of her time reviewing films for *DigBoston*, WBUR, *Paste Magazine*, *Bitch Magazine*, *Movie Mezzanine*, serving as co-host for the “Cinema Fix” podcast, and co-managing the Boston Online Film Critics Association. Monica has traveled to a few film festivals, met a couple of living legends, and has some great stories about hitch-hiking to red carpet premieres. You can usually find her outside any of the area’s movie theaters excitedly talking about the film she just saw or on Twitter [@mcastimovies](https://twitter.com/mcastimovies).

JEANNE CAVELOS began her professional career as an astrophysicist at NASA. Her love of SF led her to earn her MFA in creative writing and move into publishing. She was a senior editor at Bantam Doubleday Dell, where she ran the SF/F/H programs and won the World Fantasy Award. Jeanne left publishing to write. Her seven books include the best-selling *Passing of the Techno-Mages* trilogy, *The Science of Star Wars*, and *The Science of the X-Files*. Her work has twice been nominated for the Stoker Award. Jeanne is director of the Odyssey Writing Workshops Charitable Trust, which offers a highly regarded summer in-person workshop in NH and winter online classes for writers of SF/F/H. (www.jeanneavelos.com)

Psyche Corp. is named after a dream manufacture group from a future where widespread neural implants have

allowed people to jack their nerve endings directly into the internet and download dreams. Songs deal in dystopian themes as well as the surreal psychological landscapes of sleeping minds. The musical style spans genres; a recent song has mixed tribal singing with classical piano while embedding poliovirus DNA into its percussion. **PSYCHE CHIMÈRE** (founder of Psyche Corp.) does work in the study of brains.

BOB CHIPMAN is creator, producer and host of *Escape to The Movies* and *The Big Picture* on escapistmagazine.com; and *The Game OverThinker* on screwattack.com

JOHN CHU is a singing, juggling, improvising, translating microprocessor designer. His short fiction has appeared in Bloody Fabulous (Sedia, ed.), Boston Review, Asimov’s, and Tor.com and is forthcoming in Apex. His podcast narrations can be heard at Pseudopod, EscapePod and Lightspeed. He also translates fiction from Chinese into English. He is an alumnus of the 2010 Clarion Writers Workshop and a current member of the BRAWL writers’ group.

Dr. **AMY CHUSED** is a physician at Weill Cornell Medical Center in the Division of Hospital Medicine. She also works in data mining to evaluate efficiency and quality measures for the her division. In her free time, she raises her toddler twins, reads SF & F and fanfic, plays boardgames and computer games, debates medical ethics, and waves vaguely at the Arisia Dealers Room.

VIKKI CIAFFONE is a senior editor for Spencer Hill Press and the Editor-in-Chief of Spence City. She has been reading and writing since she was tall enough to see over the coffee table. Now that she can see over the kitchen counters, she still loves both, and now edits as well. She is personally responsible for the destruction of Sodom and Gomorrah (she apologizes, but all the salacious gossip was untrue, and the populace was obsessed with Pictionary and Charades, two games Vikki abhors). She then turned her attention to Troy and, once again, engineered its downfall in her quest to burn out the Pictionary Plague. She claims no responsibility for Pompeii or the Fall of Rome, though she might possibly have had something to do with the sun setting on the British Empire. In her spare time, Vikki has been known to shoot craps with the Fates and the Valkyries for shiny trinkets.

STEPHANIE CLARKSON (smc@stephanieclarkson.com), sometimes called thespian, has been attending Arisia since 1992. Though she has lived in Toronto; Rockville, MD; Arlington, VA; Raleigh, NC; and Atlanta, GA; she always feels compelled to get to Arisia. Fortunately, she now lives in the Boston area. A web developer, puppeteer & creator, journalist/copywriter, writer for JaneX0, and most recently a bartender, she is free to hire or flirt with. <http://stephanieclarkson.com>

ZACHARY CLEMENTE is an aspiring comic writer, semi-producing interactive installation maker, and heartfelt devotee to the gravity of narrative. A graduate of Hampshire College, Zach now lives in Boston, MA. You can find him writing the bi-weekly comics column “Cross-Canon” for Multiversity and occasionally the column “Title Bump” for Amazing Stories about film and media culture. He has interviewed some cool folks and enjoys discussing the climate of media on many fronts.

BYRON P CONNELL, a longtime SF and costuming fan, is a historian by training. He likes to help at masquerades rather than entering them—entering once a decade is about right! However, since being part of the Torcon III best-in-show entry, when he does enter, he does so in the Master division. Byron has

run masquerades at the 2002 Arisia, several Costume-Cons and Philcons, as well as Anticipation and Chicon 7. He is a member of the Sick Pups (New Jersey-New York Costumers' Guild), the SLUTs (St. Louis Ubiquitous Tailoring Society), and the Armed Costumers' Guild; that makes him an Armed SLUT Puppy! Byron is a past President of the International Costumers' Guild, which honored him with its Lifetime Achievement Award. He likes hard SF, alternate history, alternate worlds, and fantasy (not necessarily in that order). He was one of the founders of the Latham, Albany, Schenectady, Troy Science Fiction Association and one of its former presidents..

A life-long fan of science fiction and fantasy literature, **MORGAN CROOKS** writes speculative fiction and teaches ancient history. Morgan has stories appearing in the recently released Dark Hall Press Ghost Anthology, the Daily Science Fiction site, and samples of his work are also available on his blog (ancientlogic.blogspot.com).

SUSAN HANNIFORD CROWLEY, science fiction, fantasy, and paranormal romance author, is a member of SFWA and RWA, and an associate editor with *Space and Time Magazine*. Susan's fantasy work appeared in *Sword and Sorceress* anthologies, and her science fiction story “She Came to Sing” appeared in (Jan. 2009) *Beyond Centauri Magazine*. In addition, Susan is the founder of the *Nights of Passion* blog, the author of the *Vampires in Manhattan* series and the *Arr-hem Knights of New York* series. Her current releases are *Vampire King of New York* available on Kindle, Nook & Kobo, *When Love Survives*, and *The Stormy Love Life of Laura Cordelais. A Vampire for Christmas* and *Mrs. Bright's Tea Room* will come out before the end of 2013. Her website is http://www.susanhannifordcrowley.com, her Twitter name is SHCrowley, and her Facebook name is Susan Hanniford Crowley.

CTEIN is a professional photographer and writer, best known in the SF community for his photographs of eclipses, aurora, natural and unnatural scenics, and space launches, and for his hand-printed fine art books. His work can be seen at http://ctein.com and photo-repair.com. He's a columnist for *The Online Photographer* and the author of *Digital Restoration from Start to Finish*. He's been an industrial consultant on computer displays, a technical writer of computer manuals, has degrees in English and Physics from Caltech, and has engaged in pollution research, astronomy, photocopy research, world designing for *Contact*, and radical feminist queer activism. If he grows up, he wants to be a dilettante. Ctein lives in Daly City with technical writer Paula Breter, four demented psittacines, a half dozen more-or-less normal computers, and twenty kilobooks. He reports that the house seems to be shrinking...

GAREN DALY has been in the dark for more years than acceptable. He is an award winning film programmer. He is a movie commentator for WGBH, NE Cable News, NH Public Radio and several other media outlets. Perhaps he is best known as the producer of The Boston Science Fiction Film Festival, the oldest genre film festival in the world (we think). Now in its 39th year, the sci-fi fest runs Feb. 7-17, 2013 at the Somerville Theatre. It's 9 days of films curated and submitted from around the world. It ends with a 24 hour film marathon on Feb 16. Visit the web site, BostonSci-fi.com for ticket and submission info. Because he's lazy and needs to stay out of bars, Garen is spending his free time making a movie. It's a documentary on the legendary Orson Welles Cinema Complex. For those who don't know, it was indeed famous. The first manager, in his first gig in the business, was some dude named Tommy Lee Jones. If you have an OWC story and want to be in the film, track him down and chat him up.

LOREN DAMEWOOD has been creating intricate decorative knots in precious metal for over 30 years, and recently retired from a career in the aerospace industry (“Not exactly rocket science... more like rocket tech.”) to teach workshops on his methods full time. He taught himself the techniques he uses, by trial and error, and delights in helping others to bypass the painful and tedious stages and go right to the shiny stuff.

GILLIAN DANIELS lives in Somerville, MA and is a local theater critic with The New England Theatre Geek (netheatregeek.com). As a prose and poetry writer, she has work published and upcoming in *Electric Velocipede*, *PodCastle*, *Andromeda Spaceways Inflight Magazine*, *Flying Higher: An Anthology of Superhero Poetry*, *Flash Fiction Online*, and, memorably, Kazka Press's *Bronies: For the Love of Ponies*. She's also a contributor to the entertainment blog, The Analytical Couch Potato (theanalyticalcouchpotato.org), where she writes about novels, movies, and cartoons.

An attorney, editor, linguist, and social justice activist, **DASH** is the founder and editor-in-chief of Expanded Horizons, an online speculative fiction magazine whose mission is to increase diversity in speculative fiction and to create a venue for the authentic expression of under-represented voices in the genre.

A.L. DAVROE writes both YA and adult speculative fiction. Her City Steam collection and her debut YA paranormal romance novel, *For Your Heart* are available on Amazon. By day, she lives in Connecticut her two feline hench-creatures.

CHRISTOPHER K. DAVIS has been reading science fiction for longer than he can remember, and going to conventions for longer than he wants to think about. He's worked as a sysadmin for both the Electronic Frontier Foundation and part of the Human Genome Project, and feels fortunate to have arrived at just the right time for such opportunities. He's given up on looking for technological predictions from SF; too many lunar bases, not enough globe-spanning computer networks. (He's still glad food pills never came along, though.)

An avid gamer (role-playing and miniatures) and reader (Sci-Fi and fantasy, mainly) since early adolescence, **T CHRISTOPHER DAVIS** is now an amateur game designer and writer, as the love for the written word has grabbed hold and taken control of his soul. Now he only hopes to find a buyer for what he loves to write so that he may do much more of it.

SUSAN DE GUARDIOLA (http://www.blank.org/susan) is best-known for her role as a masquerade emcee at the 1997 and 2004 Worldcons as well as numerous east coast local and regional conventions and recently as director of the 2012 Hugo Award Ceremony. Susan is a social dance historian who may often be found in musty library stacks researching dance from the 16th to the early 20th century, which she teaches at workshops and dance events across the United States and in Russia. Susan also makes costumes and blogs about social dance history (at Capering and Kickery, http://www.kickery.com). In her spare time, she plays high-speed online Scrabble and is teaching herself Russian.

LORI DEL GENIS (weegoddess on LJ) spends her time saving the world through creating eco-friendly wedding dresses and teaching injured people to swallow safely again. She runs a business designing custom-made gowns out of hemp and unwanted vintage silk and she can often be found prowling around thrift stores, living the Lifestyle of the Frugal and Adventurous. When she's not designing dresses she works in hospitals and nursing homes, helping patients regain some lost function. In her spare time she turns

cartwheels, dances with hula hoops, geeks out about the benefits of chia v flax seeds, and is in perpetual search of a functional time-turner. She currently lives in State College, PA with her spouse Jonathan but insists on lurking around Bostonia for her requisite dose of Normality.

CHRIS DENMEAD runs a horror-themed radio show on WCUW 91.3 FM called the Dr.Chris Radio of Horror program. He has broadcast over 325 episodes as of Arisia 2013, covering horror and sci-fi films and interviews of various stars of genre fiction. Some of his past guests include Malcolm McDowell, Doug Jones, Dee Wallace Stone, Steve Niles, Doug Bradley, and Adam Green. He just published his first book, a children's Halloween picture book *Give Me Something Good to Eat*.

DANIEL P DERN (www.dern.com) is a freelance technology writer, and a very amateur magician. His science fiction stories have appeared in magazines and anthologies including *Analog*, *F&SF*, *World of If*, and *New Dimensions*. Having finished his first science fiction novel, *Dragons Don't Eat Jesters*, which includes a minimum of “one dragon, two princesses, four dogs, a lot of riddles, some explosions, and a lot of really weird stuff,” he’s written over 60 short/flash stories—*Dern Grim Children’s Short Bedtime Stories (Few of Which End Well)*, *intended to be Morally Instructive to the Listener and Cathartically Therapeutic for the Reader* (www.DernGrim.com) If you have at least 45 seconds to spare, ask to hear one if you see him and he’s not otherwise busy! More recently, he’s been working on longer Jewish-themed YA urban fantasies and other children’s stories, including “The Tashlich Fish” and “A Child’s Yom Kippur In Whales.”

ALEXA DICKMAN is a blogger who runs the Ladies Making Comics tumblr (http://www.ladiesmaking-comics.com). She is a member of the Boston Comics Roundtable and an avid comics historian who runs the Women in Comics Wiki (http://womenincomics.wikia.com). She's also a former law student and IP nerd. Her other interests include fanfiction, buying books she has no time to read, making her own tea blends, and Bond villains.

JACK DIETZ works in computer security, network and operating system research. His interests include history, science, technology, language, cognition, space, travel and many combinations of those words.

MARIO DI GIACOMO has been studying the weird and the fantastic (or, to use the term he coined, “Memetic Archaeology”) for nearly four decades, and enjoys speaking about his studies at conventions across Southern New England.

SAMANTHA DINGS is assistant Division Head for Events for Arisia ‘14, past President of Arisia Corporation, fan of Doctor Who, enjoys online Who fandom, and a fan of Star Trek, original and Next Gen, attending her 24th Arisia.

SEAN DIXON-GUMM is a former-current-quasi professional historian with a penchant for homebrew, Irish music, punk rock, and living history. If it goes boom in the night, or if it was commonplace over 100 years ago, chances are he either knows about it, wants to know about it, or has tried to make it work. Oh, and he likes sewing things.

DEBRA DOYLE was born in Florida and educated in Florida, Texas, Arkansas, and Pennsylvania—the last at the University of Pennsylvania, where she earned her doctorate in English, concentrating on Old English poetry. While in Philadelphia, she met and married James D. Macdonald, who was then serving in the US Navy, and subsequently traveled with him to Virginia, California, and the Republic of Panama.

Doyle and Macdonald left the Navy and Panama in 1988 in order to write full-time. Since then they have lived in Colebrook, New Hampshire, where they write science fiction and fantasy for children, teenagers, and adults.

MATTHEW EBEL is a piano rocker from the Boston area who has been playing geek conventions of all sorts for nearly a decade. He draws his influence from all over the spectrum: the offbeat comedy of Jonathan Coulton, the rock edge of the Foo Fighters, the cerebral quirkiness of Ben Folds— yet his sound is undeniably unique. His songs walk the fine line between raw emotional content and fantastical escapism. On stage he takes on the role of a starship captain traveling from planet to planet and bringing his piano rock show to the locals wherever he lands... or crashes. With robot shipmates, alien antagonists, and a ship perpetually on the brink of flying apart, Ebel keeps audiences entertained while he keeps his crew from being blown to space dust. Ebel's been writing and performing music his entire life, earning a degree in Music from Whitworth University and playing stages like the Grand Ole Opry and Boston's own Roxy theater. He's also produced sci-fi music shows like the High Orbit podcast and Live at the Coffee Bunker, and has recently voiced the Phoenix Conspiracy audiobooks by sci-fi author Richard L. Sanders. You can hear Ebel's music and even download a free album at www.matthewebel.com

Nine time Hugo Winner **BOB EGGLETON** has worked on the films: Sphere (1997), Jimmy Neutron Boy Genius (2001), The Ant Bully (2006), and the independent film, The iDol (2007), and designed visual effects for Star Trek in 1996. He is the author or co-author of eight books, the most current of which is If Dinosaurs Lived In My Town with his wife Marianne Plumridge, for Sky Pony Children's Books. He was AGOH at the 2000 World SF Con in Chicago and, was a 1997 AGOH at Arisia, among *many* conventions all over the world. He has done covers to hundreds of books and, does private and personal commissions. His work has hung in The Allentown Art Museum, and The Providence Art Club (Lovecraft show). He is also involved in illustrating HP Lovecraft, and has done covers to Famous Monsters of Filmland, and Godzilla comics for IDW. He has an asteroid named for him—13562bobeggleton by Spacewatch at Kitt Peak.

GAIA EIRICH is a Master costumer and has been attending and costuming at conventions for 13 years. For the last 16 years she has been sewing and creating costumes in a wide variety of forms including fantasy, historical, and anime costumes for conventions and commissions, belly dance costumes for a studio, wedding dresses, accessories, and also basic quilt making. She has also worked as a costume manager in a theater and is currently working on belly dance costume alterations for a studio. She loves and greatly enjoys taking part in convention masquerades and recently had the honor of judging the Balticon masquerade. She is also an active member of the Greater Columbia Fantasy Costumer's Guild (GCFCG), the local chapter of the International Costumer's Guild (ICG).

GENEVIEVE ISEULT ELDREDGE used to keep her fantasies to herself until they grew wings (and swords, spears, and other medieval weaponry) and broke free. Now, she balances the romantic with the perilous in real life and in her writing. In real life, she dropped out of med school, married the girl of her dreams, and dedicated herself to writing epic fantasy. She has a BA in English Lit, an MFA in Writing Popular Fiction, and a black belt in karate. In her writing, GIE tortures her characters with all manner of romantic peril—from desire to unrequited love, to

showdowns and epic battles—including the dreaded incarnation of both: fightsex. As Kierstin Cherry, she puts the romance back into necromancy with erotic vampire stories such as “Graced,” from the Lambda-nominated Women of the Bite from Circlet Press ebooks and in print from Alyson Books. Her first full-length erotic romance, Blood Bound & Beautiful, was released last November from Loose Id.

ANNA ERISHKIGAL is an attorney who writes fantasy fiction under a pen-name so her colleagues don't question whether her legal pleadings are fantasy fiction as well. Much of law, it turns out, *is* fantasy fiction. Lawyers just prefer to call it 'zealously representing your client.' Seeing the dark underbelly of life makes for some interesting fictional characters. The kind you either want to incarcerate, or run home and write about. In fiction, you can fudge facts without worrying too much about the truth. In legal pleadings, if your client lies to you, you look stupid in front of the judge. At least in fiction, if a character becomes troublesome, you can always kill them off. Anna is creator of the 'Divorce Bootcamp' legal self-help lecture series and book under her *real* name, which Shalt-Not-Be-Named lest the judge question whether that colorful legal pleading is the manuscript for her latest fantasy novel. She is also founder of Seraphim Press.

DEB ESKIE is a resident of Massachusetts and has an M.Ed in creative arts education. With a background in women's studies, her focus as a writer is to expose the woman's experience through unsettling tales that highlight the dilemma of sexual repression and oppression. By combining the genres of feminist and horror fiction she aims to not only disturb readers, but deliver a message that is informative and thought provoking. In 2005 Deb's play, Tell Me About Love, was featured in the Provincetown Playwright Festival. She has been featured in various online magazines such as Deadman's Tome, Bad Moon Rising, and 69 Flavors of Paranoia. Deb has a number of short stories published by Pill Hill Press, Post Mortem Press, Cruentus Libri Press, and other publishers.

PAUL ESTIN (a.k.a. “Happy Fun Paul”) is a longtime SF fan with a Ph.D. in cognitive psychology and an affinity for silly music. Becoming a filker was inevitable—he sings and plays guitar and other instruments; sometimes solo and sometimes in the bands “Dr. Snark” and “Don’t Fret the Small Stuff”. Among Paul’s other interests (in alphabetical order) are 80’s music, Andrew Sullivan, astronomy, bicycling, books, cats, cognitive science, comics, complexity, dynamism, folk music, freedom, maps, market solutions, modern fairy tales, movies, mu*ing, natural history, Neil Gaiman, non-fiction, nonstandard categories, reading, rock music, RPGs, science, surreality, Unitarian Universalism, and xenobiology. Ingredients of Happy Fun Paul include an unknown glowing substance which fell to Earth, presumably from outer space. DO NOT TAUNT HAPPY FUN PAUL!!!

Like Goodgulf the Wizard, this individual has many names: the one on her passport and her scholarly writings on early textiles (**LISA EVANS**); the one on her popular Saturday night “Books So Bad They’re Good” diary for Daily Kos (Ellid); and the one on the erotica she’s been writing and selling for the last couple of years (Sarah Ellis). Among her accomplishments are founding the Smith College Science Fiction & Fantasy Society, which is still going strong and slaughtering marshmallow peeps 34 years later, writing the first work in English on medieval European patchwork, and acquiring degrees from Smith College and Hartford Seminary. She also owns a photo of Adolf Hitler’s bathtub. And no, it’s not for the reasons you might think.

ISAAC EVERETT equally serious about his faith, his music, and his nerderly. He is the Minister for Liturgical Arts at The Crossing, an emergent church in downtown Boston, and is the author of The Emergent Psalter, a musical translation and commentary on the book of Psalms. He has been published in Psalms for All Seasons (Brazos Press, 2012), Worship and Song for United Methodists (Abingdon Press, 2011), Music by Heart: Paperless Songs for Evening Worship (Church Publishing, 2008), Rising From the Ashes: Rethinking Church (Seabury Books, 2007), and Liturgy: the Journal of the Liturgical Conference (2011 and 2012). Additionally, he is an avid gamer, being especially committed to the World of Darkness (both new and classic versions), Dungeons and Dragons, EVE online, and the Civilization series. He hosts a monthly vampire LARP in the Boston Cathedral, and is known to get unreasonably upset by liturgical mistakes and historical inaccuracies when watching films and TV shows.

Dr. **ALEXANDER FEINMAN** hacks hackers for a living: he designs software that helps other programmers develop, build, and test MATLAB. His hobbies include all but one of the following: audio production, carpentry, glass-blowing, leather-working, painting miniatures, music, role-playing, sociology, and writing science fiction. His novel "Duplicate" is available for sale online and at Arisia; he is currently finishing up "We Were Gods", his next science fiction novel.

STUART FERGUSON is a math teacher at a school for students with above average intelligence and emotional differences. He is also a youth sword instructor, so please ask him if you want your children to learn the knightly art of the sword, AND he is a storyteller with over 20 years’ experience, although some would say the first ten years don’t count because he wasn’t over 18 yet.

ALLISON FIN is a scarred veteran of many a decade of con running, An avid film and media collector specializing in Asian and British science fiction and horror. When not in meatspace, preparing for the oncoming necro-apocalypse, she is often found in Second Life, role-playing and DJing.

KRISTINA FINAN has been sewing and costuming since 1982, a *Doctor Who* fan since 1979, and a Science Fiction fan since she saw the first man walk on the moon, live. Now she attempts to write about it. Don't get her wrong, she still sews, keeps a full-time job as a Custom Framer, and a part-time job keeping a husband.

CARL FINK is the Chair of LI-CON, a brand new convention that will be held March 29 and 30, 2014 on Long Island. Taking Heinlein's comment about specialization to heart, he has in his life worked on a loading dock, managed a store, been a schoolteacher, worked as a technical trainer, managed corporate Information Technology, and is an occasional freelance writer, appearing in Smart Computing and Linux Journal. A member of the James Randi Foundation and the Skeptics Society, Carl is particularly likely to challenge pseudoscience and superstition. He lives and works on Long Island, New York.

KATE FRACTAL is an analytically geek, with a day job teaching mathematics and computer science. By night, she hosts song circles filled with weird music, plays board games and LARPs, dabbles in game design, and tries to understand dynamic systems.

TERRY FRANKLIN is a writer of science fiction and fact. Living in Western Mass, he also gets himself caught up in Libertarian politics from time to time.

WILLIAM FREEDMAN, author of *Land That I Love*, *Mighty Mighty* and the screenplay *Errant Order*, is a satirist who uses science fiction, fantasy and horror

tropes. His novelette “Forever and Ever, Amen” appeared in the 2006 Spirit House chapbook and he spent two years as a slush editor for Abyss & Apex. He is also the editor of the *Age of Certainty* anthology, in which 10 speculative fiction authors (including James Morrow) present God as their stories’ speculative element. Bill holds degrees in journalism and international business and his non-fiction work has appeared in *Investor’s Business Daily*, *Euromoney Books*, *Global Finance* magazine, *Treasury & Risk Management* magazine, and many other business and financial news outlets both in print and online.

DAVID J. FRIEDMAN is a practicing attorney and free-lance co-author of multiple Thompson Reuters/ WestLaw publications discussing intellectual property, cyberspace, free speech, and privacy law issues. David’s experience includes a wide range of transactional and litigation work, including helping artists and entrepreneurs resolve business and intellectual property law challenges, internships at the U.S. Patent & Trademark Office, and pro bono work with the Volunteer Lawyers for the Arts. Outside the legal field, David has over a decade of professional experience teaching art and working as a performing and visual artist at festivals, corporate events, and on broadcast media. David is proud to argue, play with toys, and throw things for a living. He plans to dedicate his life to helping people mind their own businesses.

ED FUQUA is a Young Adult Librarian as well as being a writer, poet and swordsman. He has spent many years running comic book stores and has qualified for the National Poetry Slam Championships four times. His short story “Familiar Places” appears in the anthology *Bites of Passion* and his latest book is *The Viscountess Investigates* being published by Circlet Press under his pen name Cameron Quintain. He is a performer and director at King Richard’s Faire in Carver, MA.

SHANA FUQUA has a BA in music. She is an twelve-year veteran of King Richard’s Faire where she spent one year as assistant apprentice music director and four years as an administrative assistant to the apprentice program. She has been involved in the BDSM scene for roughly twenty years. She is an experienced gamer, both video games and tabletop RPGs. Her many skills include knitting, crocheting, spinning, candle-making, and balancing a stick on her head. This year she joins the Arisia staff.

KEN GALE’s writing career started with sales to DC Comics and Warren Publishing in the 70’s. He’s editor and co-publisher of *Dangerous Times* and *New Frontiers* for Evolution Comics, a producer and host for two radio shows on WBAI-FM in NYC; one on the environment and one on comic books. He does miscellaneous arts and public affairs shows at many different time slots. He is a member of the Board of the Celtic League American Branch and a former math textbook writer. He wrote an environmental horror comic book story for *Psychosis! #2* and is a long-time environmental activist. www.comic-bookradioshow.com

CRAIG SHAW GARDNER is the author of a bunch of books and short stories, many of which are now being released as e-books. His latest novel, *Temporary Monsters*, features an unemployment agency that secretly controls the world.

JAIME GARMENDIA is a member of the Boston Comics Roundtable where he writes, produces, publicizes, and markets independent comics of all genres. His first published game, the Wuxing Empire expansion for Your Move Games’ Battleground, is scheduled for release in 2014. He is also the Programming Division Head this year.

LILA GARROTT is a founding member of the a cappella group Sassafress, and a staff reviewer at Strange Horizons. She has published short fiction, criticism, and poetry, and been nominated for the BSFA and the Rhysling. Her hair is blue.

MELISSA GAVAZZI (Little Mel) is a feminist, activist, politico, writer, psychology nerd (she holds a Master’s of Science in the subject), and a podcast host. On her Podcast, “No Boundaries,” she discusses topics such as; LGBTIQ, BDSM, body image, relationships, sex, self-esteem, rape culture, women’s issues, and she interviews some pretty groovy people (Mondays at 9:00pm on ipmNation.com/noboundaries). She is also the author of the sci-fi/YA novella “Absorb,” and a non-fiction book of articles and blogs she has written. Aside from all of this, she is a Whovian, hula-hooper, kinkster, and Jelly Belly bean aficionado.

GREER GILMAN’s latest novella *Cry Murder! In a Small Voice* is a Jacobean noir detective story. Someone is murdering boy players; Ben Jonson investigates. Her *Cloud & Ashes: Three Winter’s Tales* won the 2010 Tiptree Award. Like her earlier novel *Moonwise*, it’s set in a Northern mythscape, in a world where women turn the sky. Her Cloudish tales have also won a World Fantasy Award, a Crawford Award, and have been shortlisted for the Nebula and Mythopoeic Fantasy awards. Besides her two books, she has published other short work, poetry, and criticism. Her essay on “The Languages of the Fantastic” appears in *The Cambridge Companion to Fantasy Literature*. She likes to say she does everything James Joyce ever did, only backward and in high heels.

LAURA ANNE GILMAN is the author of ten Cosa Nostradamus novels, including (most recently) *Dragon Justice* and the Nebula award-nominated Vineart War fantasy trilogy, which concluded with *The Shattered Vine*. Her new fantasy duology, *Heart Of Briar* and *Soul Of Fire*, will be out Fall/Winter 2013. She also writes mysteries as L.A. Kornetsky. A member of the online writers’ consortium BookVew Cafe, she writes the “Practical Meerkat” advice-to-writers column on their blog. Learn more at www.lauraanegilman.net or follow her on Twitter: @LAGilman.

MAX GLADSTONE’s first novel, *Three Parts Dead*, was named a Massachusetts Must Read Book of 2012. He was shortlisted for the 2013 John W. Campbell Best New Writer Award, and longlisted for the 2008 Writers of the Future award. *Two Serpents Rise*, the second book in the series, was published in October 2013, and a third, *Full Fathom Five*, is forthcoming in July 2014.

JAMIE NESBITT GOLDEN is a freelance writer, co-founder of Hood Feminism, and co-host of Nerdgasm Noire Network.

HAYLEY “SHENANIGANS” GOLDSTEIN is a recent high school graduate hailing from Newton, MA. Ms. Shenanigans is passionate beyond belief about Doctor Who, Sherlock, the works of Neil Gaiman, fanfiction, cosplay, filking, steampunk, various nerdy TV and film series, and collecting books. At Arisia you will most likely be able to find her cosplaying as a Doctor Who character or as her steampunk alter ego, Dahlia Larke. (Filker Paul Estin taught her history during her freshman year of high school and introduced her to the wonders of conventions and filk.) You can find her online at stuff-and-shenanigans.tumblr.com or on Fanfiction.net under the pen name “The Impossible Slashtronaut.”

TIMOTHY O. GOYETTE was raised in and is a resident of New Hampshire. He is the editor at Quantum Muse, a webzine and online writing group that has been around since 1999. In this capacity he has

worked with many aspiring authors to help them develop their talents. He has authored a number of short stories and one novel, *Lockdown* which came out in 2013.

ANABEL GRAETZ began performing as a teenager in Omaha, NE. She is half of the Victorian duo, The Proper Ladies; the creator and director of The Festival of Light & Song; and founded and directed the all-woman ensemble Laduvane in the 70’s. She has appeared off off Broadway in The Drunkard and on several Boston stages; studied vocal folk styles extensively; was a Fulbright Scholar in 1987-88; developed and taught the perennially popular course “Song for Non-Singers” at the Cambridge Center for Adult Education. Anabel currently teaches at the Lau Lapidus Studio in Wellesley, MA. She can be seen in “Spirit of Salem,” now showing in Salem, MA, in “Stand Back” on YouTube and has a small role in the upcoming HBO mini-series based on “Olive Kitteridge,” the novel by Elizabeth Strout, a must read!

APRIL GRANT lives in Boston. She has published poetry in *Strange Horizons* and *Mythic Delirium*. Her resume includes work as a public historian, librarian’s assistant, used-clothes salesperson, and bus driver. She enjoys singing and reciting poetry and telling ghost stories.

JUSTINE GRAYKIN is a freelance philosopher sustained by her deep and abiding faith in Science and Humanity (well, Science, anyway) and the belief that humor is the best anti-gravity device. Her new novel, *Archimedes Nesselrode* (Double Dragon Publishing, 2013) was written for adults who are weary of adult books. She produces the BroadPod podcast for Broad Universe, and disappears into the mountains occasionally with a backpack. Find her at justinegraykin.com.

ERICA GREENWOLD, also known as Kairi G, has been costuming and designing for 12 years. She graduated from the Fashion Institute of Technology in 2009 and has worked as a Bridal and Costume Designer for theater and private clients in NYC. She is an avid Sci-fi/Fantasy fan who has been active in the cosplay scene since 2003, having judged for masquerades, hosted workshops and panels, and organized cosplay events such as the Upstate NY Cosplay picnic which celebrated its 10th year in 2013! Today she lives in New York City and also works as a nutrition counselor and Weight Watchers leader. In addition to costuming and fashion, Erica loves science, particularly biology, and she is now pursuing a Masters degree in Nutrition. Some of the many fandoms she claims membership to include, The X-files, Lord of the Rings, Battlestar Galactica, Doctor Who, Anime, Star Trek, Star Wars (Yes! She likes both!), Firefly, and Parks and Recreation.

MEGAN GREGORY is an expert on comics from the Golden Age to present, and an expert on the history and literature of the industry. She worked at the Comic Store from 2000-2003 and she has worked at Collectibles Unlimited in Concord, NH since 2007. She is the Executive Director of the Comic Archives Project, a nonprofit dedicated to preserving comics for future fans and scholars. She is Staff for Boston Comic Con and has handled VIPs like Scott Snyder, Jim Lee and Joe Kubert. She has a MEd in Heritage Studies & Historic Preservation and in her secret identity, she works as a high school teacher.

Dr. **ABBY HAFER** was born at Cape Canaveral, where her father was part of the U.S. space program. She grew up living lots of places in the U.S. She graduated in biology at Swarthmore College and got a D.Phil. in zoology from Oxford University. She briefly worked for the National Marine Fisheries Service on a Japanese fishing ship in the Bering Sea. While on board, she won a push-ups contest with the ship’s of-

ficers. Since Oxford, she has done research on sleep, circadian rhythms, and respiratory physiology. She now works at Curry College where she teaches Human Anatomy & Physiology. She enjoys outdoor sports and has traveled widely, including recent trips to Transylvania, Alaska, China, and the Grand Canyon. In her spare time, she gives public lectures that debunk Intelligent Design and Creationism, and has written a book on that subject which will be published sometime in the next year. She is married, has two children, and lives in Bedford, Massachusetts.

ANDREA HAIRSTON is author of Redwood and Wildfire, winner of the 2011 Tiptree Award and Mindscape, shortlisted for the Phillip K Dick and Tiptree Awards, and winner of the Carl Brandon Parallax Award. A performer, playwright, and artistic director of Chrysalis Theatre, her plays have been produced at Yale Rep, Rites and Reason, the Kennedy Center, StageWest, and on Public Radio and Television. In her spare time she is the Louise Wolff Kahn 1931 Professor of Theatre and Afro-American Studies at Smith College. She has received the International Association of the Fantastic in the Arts Distinguished Scholarship Award for outstanding contributions to the criticism of the fantastic. She bikes at night year round, meeting bears, multi-legged creatures of light and breath, and the occasional shooting star.

Communities of all kinds are important to **STEVEN HAMMOND**, from the patients at patientslikeme.com, where Steve is the Director of Engineering, to the Town of Holden, where Steve serves on the School Board and volunteers as a space educator in local schools. Steve supports community, open source software development, and patronizes *Kobold Quarterly*’s community game development. Steve has years of game mastering experience and was recently a top 10 finalist in *Kobold Quarterly*’s “King of the Monster” contest.

FOREST HANDFORD is a fire artist from Newport, Rhode Island. Forest works as a supervisor at a medical software company. While not at work, he’s bringing his family to corn mazes, conventions, and Burning Man events. His website is EastCoastGames.com where he publishes video and writing about various topics. He is the Director of Organizational Development for Firefly Arts Collective, Inc. He is also on the board of the Unitarian Universalist Legislative Ministry of Rhode Island.

KELLY HASHWAY is the author of the Touch of Death series published by Spencer Hill Press, the Birth of the Phoenix series coming in 2014 through Month9Books, and The Monster Within also coming in 2014 through Spencer Hill Press. Kelly loves all things related to paranormal, fantasy, and sci-fi.

JEFF HECHT is a freelance science and technology writer, a correspondent for the weekly New Scientist and a contributing editor to Laser Focus World. His short fiction has appeared in *Analogue*, *Asimov’s*, *Interzone*, *Odyssey*, *Nature*, *Twilight Zone*, *Daily Science Fiction* and several anthologies including *Year’s Best Horror Stories* and *Great American Ghost Stories*. His non-fiction has appeared in many other magazines, including *Optics & Photonics News*, *Omni*, *Earth*, *Analogue*, *Cosmos*, *Bulletin of the Atomic Scientists*, and *Technology Review*. His books include *Understanding Fiber Optics* (Pearson/Prentice Hall), *Understanding Lasers* (IEEE Press/Wiley), *Beam: the Race to Make the Laser* and *City of Light: The Story of Fiber Optics* (both Oxford University Press). He holds a B.S. in electronic engineering from the California Institute of Technology.

KOURTNEY HEINTZ writes speculative fiction for adults. Her debut novel, The Six Train to Wisconsin, is a 2013 USA Best Book Awards Finalist and 2014

EPIC’s EBook Awards Finalist. Kirkus Reviews said it is a “suspenseful, sci-fi-tinged thriller and produces a welcome variation on the classic marriage drama.” Kourtney has been featured in the Republican American, on WTNH’s CT Style, and Everything Internet on the radio. As K.C. Tansley, she writes YA contemporary fantasy. She resides in Connecticut with her Shih-Tzu Lhasa Apso warrior lapdog, her supportive parents and three quirky golden retrievers. Years of working on Wall Street provided the perfect backdrop for her imagination to run amuck at night, dreaming up a world where out-of-control telepathy and buried secrets collide.

An avid reader of science fiction and fantasy since the age of 7 and a rabid gamer since the age of 10, **JAMES T HENDERSON JR** has been a gamer and fan for most of his life. As an adult, Jimmy pursued a career in Mechanical and Structural Engineering, but is dedicated to the upbringing of the next generation of Fan (his daughter). He remains a Wargamer, costumer, modeler, roleplayer, LARPer, and most of all a reader. He attempts to divide his time to enjoy both Parenthood and the insanity called Fandom, and mostly succeeds.

LISA HERTEL is an amateur artist from a long line of artists. She usually works in clay and watercolors. In her spare time, she helps run literary science fiction conventions. Visit her at Western Avenue Studios in Lowell, MA studio #311.

ANDY HICKS is a Boston-based musician, director, actor, and radio producer. He co-wrote and composed the music for 2010: Our Hideous Future—The Musical!, a cyberpunk satire/romantic comedy which recently toured the New England and NYC area, and which you might have seen a couple of years ago at this very con. He’s a former WBCN DJ, currently works as a Radio Producer for WGBH radio, and may or may not have recently been seen in a Downton Abbey spot on WGBH 2. Andy’s also a theatrical sound designer, and a total and complete Doctor Who geek. Seriously. Old and new series. Ask him anything.

WOODROW HILL is one the few male Raqs Sharqi artists—better known as “belly” dancers—in the world, having started over 20 years ago. His day job as a programmer with a focus on security issues gives him a oddly optimistic view of the future, one fueled by his very first memory; watching *Star Trek* on a black-and-white TV set. This reality-beaten optimism also leaks into his strong political activism, having been invested in Civil Rights, Feminist, and related issues as well as working for politicians as varied as Strom Thurmond and Barack Obama (the latter of which he liked significantly more!). He also looks back into the past as a member of the Society of Creative Anachronism, specializing on researching Medieval Era “belly dance” and 15th Century Ottoman culture, and into the future via interests in broader layperson science activities, focusing on issues around Evolution.

JAMES HINSEY is a lifelong lover of Science Fiction, Fantasy, books, movies, tv-shows, anime, 80’s music, women, root beer, chocolate, Hawaii, Japan, and family. He is half-Japanese, a reader, Potterhead, Trekker, Browncoat, Costumer, book-collector, model-maker, videographer, publisher, con-goer, RISFC member, Sci-Fi Journal co-host, Psi Upsilon brother, RPI alum, former naval officer, brother, son, uncle, husband, and father of two girls. He is SamuraiX47.

MERAV HOFFMAN is a New York-based singer/songwriter and performer. She is a founding member of the band *Lady Mondegreen* along with Seanan McGuire and Batya Wittenberg. She also edits books, musicals and poetry, as well as writing her own. In

2013 she was nominated for the Rhysling poetry award in the short form category. She works in publishing and IT, and occasionally produces albums and DVDs for her various musical projects. In whatever time she has left over, she crochets an insane amount and runs local music events.

MELISSA HONIG maintains a calendar of sci-fi and fantasy events in New England on her blog, <http://nescifievents.org/>. She is also the list administrator for the New England Browncoats. She enjoys steampunk, costuming, weird crafts, and watching old TV shows from her childhood via Netflix.

WIL HOWITT is a doctor of computer science and electrical engineering, specializing in physical acoustics and psychoacoustics. He has worked at MIT and BU, developing human auditory system models and speech recognition systems. He also enjoys drumming, dancing, and playing didjeridu and other rhythmic instruments. He teaches Taoist martial arts, rides a black BMW motorcycle, fences with a German longsword, and looks around a lot.

CRYSTAL HUFF spends her time saving the world and chasing down conventioners. She was convention chair of Arisia 2011, Relaxacon 2011, Readercon 23, Readercon 24, and will be convention chair for Readercon 25 and co-chair of JOFcon I. Crystal’s also heavily involved in trying to bring Worldcon to Helsinki in 2017, which will highlight the joys of Finnish fandom to the international community. Alignment: Chaotic Good.

WALTER H. HUNT has been writing for most of his life and was Arisia Author GoH in 2009. His first four *Dark Wing* novels were published by Tor Books and are now available from Baen as e-books. His novel *A Song In Stone* deals with Rosslyn Chapel and the Templars. Current projects include 1632 novels with Eric Flint, an 18th century alternate history novel, and the forthcoming *Elements of Mind* from Spencer Hill Press. He has a background in history, with a Bachelor of Arts degree from Bowdoin College in Brunswick, Maine, and he speaks two other languages (German and Spanish). A member of the Masonic Fraternity, Walter H. Hunt has served as Master of two different Lodges in Massachusetts. He is a devoted baseball fan and board gamer; his first published game was published in 2011 by Rio Grande Games. He has been married for more than half of his life, and he and his wife have one daughter who is a product of their affection and unusual joint sense of humor.

JENNIFER HUNTER, 42, is a professional organizer in Medford, Massachusetts. Once a writer and editor, with four books on NeoPaganism to her credit, she decided to make a career out of what she did for fun on her writing breaks. She specializes in working with unconventional people, helping them learn that creative does not have to mean disorganized. Jen is also a collage artist using found/recycled objects, and has exhibited in several shows (including this year’s Arisia Art Show). She lives with her daughter, partner, housemates, and two cats. Her website is at www.jenniferhunter.com.

ELAINE ISAAK is the author of The Singer’s Crown (Eos, 2005), and its sequels, as well as the “Tales of Bladesend” epic novella series. As E. C. Ambrose, she also writes “The Dark Apostle” series of dark historical fantasy novels about medieval medicine. The Dark Apostle started with Elisha Barber (DAW, 2013), described in a starred Library Journal review as, “painfully elegant”. Elaine lives in New Hampshire with her family where she works part-time as an adventure guide. In addition to writing and teaching, Elaine enjoys taiko drumming, kayaking, rock climbing, and all manner of fiber arts. www.thedarkapostle.com

FELICITAS IVEY is the pen name of a very frazzled help-desk drone at a Boston area University. She’s an eternal student even with a BA in Anthropology, Classical Studies and History, since free classes are part of the benefits. Felicitas writes Urban Fantasy and Horror of a Lovecraftian nature—monsters beyond space and time that think humans are the tastiest things in the multiverse—that is passing as Malex-Male Romance. She divides her free time between writing and slowly working her way through her yarn stash, even as she adds more to it periodically.

The Comiku Girls, Akiko Meigetsu and **LI IZUMI**, has had a pencil (or brush) in their hand since they could hold one, and have been telling stories since they could talk. At conventions, they are artists, cosplayers, and Japanese cultural panelists. In 2004, we debuted our popular Japanese Tea Ceremony Panel, and have continued to create unique panel options in the decade since. Akiko is an artist, working in both digital and traditional media (watercolor and Asian Brushpainting). Li has studied Japanese language and culture for over a decade, including a semester in Akita, Japan.

ALEXANDER JABLOKOV’s most recent published novel is “Brain Thief”, a fast-paced AI-hunting adventure, now out in paperback. His most recent story, “The Instructive Tale of the Archeologist and His Wife” will appear in Asimov’s. He is the author of five other novels, including Carve The Sky, Nimbus, and Deep-drive, and a number of short stories. He recently completed a YA alternate history adventure novel, “Door of Worlds”. He lives in Cambridge, Massachusetts.

ALEX JARVIS has written for *Wired*’s “Geekdad,” is a former editor for The Consumerist, and writes for the *Chronicle of Higher Education*’s “ProfHacker.” He is currently the Editor in Chief of Spandexless.com, and the author of several comic books that you can read if you ask him really, really nicely. He wants to write comics and graphic novels professionally one day and hates vowels.

RACHEL KADEL-GARCIA is a bookbinder and book and paper conservator in private practice in Medford, MA. She holds an MA in Conservation Studies from the University of Sussex and a postgraduate diploma in Conservation of Books and Library Materials from West Dean College.

A recent transplant to the Boston area, **JULIET KAHN** was doomed to nerdhood from the moment she found her father’s Bronze Age Marvel stash. She is particularly interested in shoujo manga, the history of superhero comics, the future of fandom and cosplaying. She writes for Comics Alliance.

CATHERINE KANE is a professional psychic, published author, Reiki master/teacher, bard, artist, enthusiastic student of the Universe, maker of very bad puns, songwriter and overachiever, amongst other things... She loves empowering people to have their best lives possible. Visit Catherine and her husband, Starwolf, at Foresight on Facebook, www.ForesightYourPsychic.com, and www.ForesightYourCtPsychic.wordpress.com.

Witch, Shaman, Professional Psychic, Metaphysical Engineer, Rune Valder Master, and Reiki Master, **SEAN KANE** (Starwolf) possesses a vast, eclectic store of knowledge, both Esoteric and Exoteric.

MELISSA KAPLAN is a longtime attendee of cons, gamer, watcher and reader of sci-fi/fantasy, and general geek. Past endeavors include two blogathons, one nanowrimo, and participating in panels at Pi-con and Arisia. She spends far too much of her disposable income on costume pieces, wirework jewelry, and books. She freely admits that her qualifications

as a panelist are restricted to love of sci-fi/fantasy and her ability to ramble semi-intelligently about geeky topics on command. Melissa is co-chair for the 2014 Transcending Boundaries Conference and committed to making the fandom community safe and comfortable for anyone who wants to participate.

A longtime GM, participating and running games since 1978, including long-running games, **DAVID C KAPLOWITZ** has worked with many table-top and LARP systems over the years. On the cutting edge of computer research, he has been involved with the development of computers from the old Mainframe days through the micro-embedded systems of today. He is also a longtime presenter and kinkster; practicing for almost 40 years and teaching for almost a quarter century, both nationally and internationally. He is involved in the local BDSM group NELA (<http://www.nelaonline.org>) as Program and Education Director. Want to learn more? Ask him.

FAITH KARKLIN was introduced to Arisia five years ago and has found herself returning every year since. Apparently she can’t resist a weekend spent dancing and discussing books.

KATE KAYNAK was born in New Jersey but was able to escape. Her degree from Yale says she was a psych major, but her true senior project was a bawdy songbook for the Marching Band. After serving a 5-year sentence in graduate school, she started teaching psychology around the world for the University of Maryland. While in Turkey, she started up a conversation with a handsome stranger in an airport—and ended up marrying him. Kaynak now lives in New Hampshire, where she enjoys reading, writing, and fighting crime with her amazing superpowers. Her YA paranormal series—the Ganzfield books—start with MINDER and tell the story of Maddie, a 16-year-old telepath training at a secret facility. She is one of the founders of Spencer Hill Press, a publishing house with a mission to discover and launch the careers of talented new authors. www.SpencerHillPress.com

JEFF KELLER is a Boston-area song session leader and occasional filker. He’s run the Arisia chanterey sing from its inception and various one-off sessions. He’s also a vintage dancer, the founder of the local vintage dance band (the *Ad Hoc Waltz and Quadrille Band*), and a sometime member of the Arisia technical crew and Music Track head.

LEIGH PERRY IS TONI L.P. KELNER in disguise, or maybe vice versa. As Leigh, she writes the Family Skeleton mysteries. A *Skeleton in the Family*, the first, came out in September 2013. As Toni, she’s the author of the “Where Are They Now?” mysteries and the Laura Fleming series (all of which are available as ebooks and audiobooks); an Agatha Award winner for short fiction; and the co-editor of *New York Times* bestselling fantasy/mystery anthologies with Char-laine Harris. *Games Creatures Play* will be released in April. Leigh/Toni lives just north of Boston, on the Orange Line, with her husband and fellow author Stephen P. Kelner, Jr., their two daughters, and two guinea pigs.

MIKKI KENDALL is also known as Karnythia or that broad that curses out the internet.

RACHEL KENLEY is a novelist, workshop leader, and coach on sexual empowerment. She is the multi-published author of several erotic romance novels and anthologies and is currently working on a non-fiction book on embracing your sexual power. When she is not writing she is spending time with her family including homeschooling her sons, and laughing as much as possible. She loves reading, chocolate, her morning cup of coffee and retail therapy. A Jersey

Girl no matter where she is living, she can be found on Facebook at <https://www.facebook.com/pages/Rachel-Kenley/43491347339>, on Amazon at www.amazon.com/author/rachelkenley and at her website www.rachelkenley.com

PAUL KENWORTHY began historic costuming and making armour and swords in 1974 while he was getting his bachelor’s degree in history and working part-time as a shipsmith at Mystic Seaport. He is an avid re-enactor and belongs to a number of groups that recreate various periods. He is the commanding officer of the New England Brigade, an umbrella organization for Union re-enactors in New England, Captain of the Salem Trayned Band, a group that recreates the first militia company in the Massachusetts Bay Colony, and a member of the Company of the Wolfe Argent, a group that recreates a Burgundian ordinance company of the 1470s. He is one of the co-founders of the Higgins Armory Sword Guild, a group based in Worcester that studies and interprets Renaissance fencing manuals. He is also a performer and director of the Commonwealth Vintage Dancers, a performance dance company that specializes in 19th and early 20th century social dance.

ANGELA KESSLER’s longstanding interests include morris dance, Kalevala, cheesemaking, singing and other enjoyment of trad music, sewing (esp. historical and wedding gowns), crochet, and learning about how the world works. Passing whims include canning, gardening, soapmaking, and food sculpture. Someday there will be goats.

JEREMY H. KESSLER lives in Greater Boston where he is an instigator. He is also a singer, morris dancer, musician, cheesemaker, drinker, and co-developer of the only known kosher boar’s head anywhere. As a singer, he has been deeply involved in local sings of various traditional sorts, including chanterey sings and pub sings. As a morris dancer, he dances with the Newtowne Morris Men, is the musician for Pipe Dream Morris, and is the squire of the only Greater Boston morris team to dance the AntiMorris. He has danced the AntiMorris for Terry Pratchett himself, and is quite proud that said author described it—in *Wintersmith*’s author’s note—as “a bit creepy”.

A freelance writer and web producer for such entertainment publications as Today.com, *Variety*, *The Los Angeles Times*, and *Emmy Magazine*, **RANDEE DAWN KESTENBAUM** is also a fiction writer, with a self-published volume of speculative fiction, *Home for the Holidays*. The collection—which runs the gamut from speculative fiction to memoir—includes a first-person zombie story originally podcast by “Well-Told Tales.” She is also a co-author (with Susan Green) of *The Law & Order: SVU Unofficial Companion*, which published in September 2009. She has a first novel of urban fantasy recently completed, and renews her offer to write in exchange for sugar-cured bacon.

DANIEL M KIMMEL is a Hugo-nominated film critic and author of *Jar Jar Binks Must Die*. His reviews and essays can be found at NorthShoreMovies.net, the Jewish Advocate, the Sci-Fi Movie Page, Clarkesworld and *Space and Time Magazine*. His most recent book is his first novel *Shh! It’s a Secret: a novel about Aliens, Hollywood and the Bartender’s Guide* which launched at Arisia 2013.

Born in 1967, **CATT KINGSGRAVE-ERNSTEIN** has not yet managed to shuffle off the mortal coil, though not for want of trying, apparently. She writes (fiction, music, poetry, recipes, and the occasional political rant), draws, paints, sings, dances, cooks, builds and repairs houses, and occasionally makes an outright fool of herself when confronted with her intellectual heroes. She also has Opinions. No, wait! Don’t run!

KEN KINGSGRAVE-ERNSTEIN is absolutely not the Super Hero *Common Sense Man*. He does not spend his days saving various portions of Corporate America from itself. He also does not recover data structures in need. He does, however, enjoy reading Science Fiction and the occasional foray into Fantasy. He also enjoys speculating on how to survive the Zombie Apocalypse with skills he learned surviving the Cold War. He also spends spare time (ha, what’s that?) with his camera and playing with rope, often at the same time.

ELLEN KRANZER has been attending science fiction conventions for over 30 years and making music even longer. Filk lets her mix the two hobbies. Ellen is a founding member of M.A.S.S. F.I.L.C. and the club’s current treasurer. She has been involved in planning numerous conventions both in and out of fandom.

BETTINA M. KURKOSKI is the creator/writer/artist of My Cat Loki, published by TOKYOPOP Inc. In 2003 she entered TOKYOPOP’s Rising Stars of Manga Vol. 2 competition, placing as a runner-up, her work “Axis Lumen” published in the winners’ compilation. My Cat Loki—volumes 1 & 2 now available from TOKYOPOP—is Bettina’s first professionally published series. She has also contributed the Star Trek 40th Anniversary Convention exclusive cover for Star Trek: TOS Manga Vol. 1, cover and story art for Star Trek: TOS Manga Vol. 2, story art for Star Trek: The Next Generation Vol. 1, story and art for the Princess Ai/My Cat Loki crossover story in Princess Ai: Encounters, and cover and story art for Warriors: Rise of Scourge and Seekers manga series based on the best-selling novel series; all available from TOKYOPOP and Harper Collins. You can see more of her artwork and full bio at www.dream-worldstudio.net.

ALISA KWITNEY is the multi-published author of adult and YA novels, graphic novels and non-fiction. She also writes SF/fantasy as Alisa Sheckley. A former editor at Vertigo/DC Comics, Alisa has an MFA in Fiction Writing from Columbia and has taught graphic novel writing at Fordham University. Her latest novel is The New Avengers: Breakout, based on the Brian Bendis comic series. You can visit her website at www.alisakwitney.com.

DAVID LAROCHELLE grew up in the D.C. area but moved up to Cambridge in 2004 where he currently resides. His involvement with fandom began when he joined the William & Mary Science Fiction and Fantasy Club (SKIFFY). He served as Vice President and was named Senator for Life upon graduation. He’s worked extensively in information security and is the co-author of Splint, an Open Source tool for detecting security vulnerabilities in C programs. However, more recently he’s focused on understanding and building the Internet rather than attacking and defending it. He currently works for the Berkman Center for Internet & Society.

ELLEN LARSON’s first published story appeared in Yankee Magazine in 1971. She has sold stories to Alfred Hitchcock’s Mystery Magazine (Barry Award finalist) and Big Pulp Magazine and is the author of the NJ Mysteries, The Hatch and Brood of Time and Unfold the Evil (to be reprinted by Poisoned Pen Press in 2014). Her current book is In Retrospect, a science-fiction mystery (“Carefully crafted whodunit” -PW starred “A cleverly structured mix of science fiction and mystery” -Booklist). Larson lived and worked as an editor for seventeen years in Egypt, where she developed a love of different cultures. After returning to the US in 2006, she became the editor of the Poisoned Pencil, the YA mystery imprint. She lives in an off-grid cabin in upstate New York, enjoying the solitude.

A dedicated fan of *Duran Duran*, as seen in the documentary *There’s Something You Should Know*, avid cosplayer, and Neil Gaiman Fangirl, **PAM LARSON** has dedicated what little free time she has from her television directing job to becoming the best fan she can be. Helping out her fellow fans by staffing and volunteering at many cons, she makes sure a good time is had by all. Her Personal Motto is, “All Nite Parties, Cocktail Bars and Smiles... It’s more than a lyric, it’s a way of life.”

TONI LAY is a member of the New Jersey-New York Costumers Guild (aka The Sick Pups) and a Deputy Chatelaine for the Crown Province of Ostgardr in the Society for Creative Anachronism (SCA), which gives her plenty of opportunity to costume. Toni was Program Director for Costume Con 5, a Historical Masquerade Director for Costume Cons 16 and 22, a Historical Judge for Costume Con 28, and a Presentation Judge at Renovation, the Reno Worldcon. Her other fannish interests include Torchwood, Merlin, Star Trek, Doctor Who, Britcoms, alternate history novels, Harry Potter, Dragonriders of Pern, Marcus Didius Falco, and Roma Sub Rosa mysteries. When she is not watching DVDs, reading, or making costumes, Toni is a secretary for the New York City Department of Design and Construction.

Once a mixed class programmer-bard time traveler, **VANESSA LAYNE**, MEd, LMHC, tumbled through a portal labeled “grad school” to find herself practicing psychotherapy in a gritty Damon-Affleck vehicle, treating bank robbers and math prodigies. In this continuum, she can be found in Cambridge at Integration by Parts where she makes her livelihood providing culturally sensitive therapy to scientists, technologists, engineers and mathematicians. She has points in 16th century popular music, applied anthropology, the psychology of morality, hand-to-hand politics, Darmok, I didn’t know it could be made to do that, dynamically generated code, the history and politics of the DSM, and practical surrealism.

CASSANDRA LEASE is a lifelong resident of Boston and a second-generation fan who was introduced to Star Trek while she was still learning to talk. As a neopagan trans lesbian feminist, she’s an outspoken advocate for religious tolerance, LGBT rights, and social equality. Prior to her transition, she worked as a freelance writer in the tabletop game industry; more recently, she’s gone digital, working for five years testing games for Turbine and Irrational Games before finding a new day job in mobile software. She is still an active GM, an avid reader of comic books and urban fantasy literature, and a massive Power Rangers fan. Cassandra is currently hard at work on her first novel, a queer supernatural romance entitled *Fall*, as well as numerous fanfics and small-scale indie games.

GREGORY LEE is a practicing lawyer focusing on family law matters. He is also the proprietor of his own miniscule press (smaller than a small press), Greylock Publishing Lines. He has written three novels in The Laughing Lip series, published through his imprint, proving that he is ambitious, impatient, and clueless about finding a decent agent. The novels themselves prove that he is a lousy proofreader. For the last year, he has let himself be sidetracked into working on aspects of Marc Miller’s Traveller5, and the extended sourcebook “Cirque.” He has an agreement to novelize this as well. On a more positive note, he is serious about some things, including the need for mankind to alter its ways. Note: Whenever the supposedly dead monster turns up less dead, he remembers his father’s words: “That’ll teach the smartasses.”

JACOB LEFTON is an artist blacksmith currently living in Amherst, Massachusetts. He studied creative writing, art, and education at Hampshire College.

Following brief adventures with the circus, he spent six months in Europe as a journeyman blacksmith. Since then he has been supporting himself with artisan metalwork. Visit www.jacoblefton.com to see more of his work.

SCOTT LEFTON makes and sells artwork in media including metal, wood, glass, and Photoshop, is occasionally serious about photography, and works as a freelance mechanical design consultant and patent agent. He lives in a big old Victorian house in Melrose, MA with his wife Rachel, whichever of their 3 kids happen to be in residence, and a cat.

ELIZABETH O'MALLEY is part of FanCons.com/ AnimeCons.com, the leading web site dedicated to news and information about conventions, contributing to both their website and weekly podcast, AnimeCons TV. She is also the Vice President of the Northern Lights chapter of the International Costumers Guild.

PJ LETERSKY has been cosplaying for decades and has been a fixture at the FUNimation booths in New York and Boston for the past 5 years. He is both a professional actor and musician, having been the music instructor on the first season of Fox TV’s “Fringe”, and acting in numerous television shows and movies. Being based out of Connecticut makes it very easy to get to all the location shoots across New York and New England. With the wealth of tv and filming in the area, he is more than willing to give out the information he has learned over the years to folks who want to get into acting and cosplaying. His “alter-ego” is Nauticon’s “Jack” who he has been portraying and corrupting innocent con-goers for the past 2 years in the process. (Soon to be a 3rd year this May!) He has also been stage managing off-Broadway shows as well as designing and running lights and sound for those productions.

BENJAMIN LEVY has been a science fiction fan for most of his life. He went to his first science fiction convention when he was 10 years old. He has been involved with Arisia since its inception. In the past he has worked for Arisia as a gopher, Dealers Liaison, Fixed Functions (Exhibits) Division Head, and Assistant Con Chair. Currently, he is the Arisia Corporate Treasurer and an Assistant Con Chair for A14.

EMILY LEWIS is a Latin Teacher with lots of art history, archaeology, and singing experience. She’s also a history geek, especially for ancient history. She loves anything education and is very, very interested in gaming and education. In her copious spare time, she works with a group called The Pericles Group (www.practomime.com) to develop a game called Operation LAPIS. The game objectives are the same as the learning objectives, and students have had lots of success with it. When she is not teaching or helping build Operation LAPIS, she is a singer, specifically with the group Sassafraass, a dancer of all styles, and an ice hockey player. Her musical background, as well as her history background, also allows her to find fantastic historical songs to use with her students.

MEGAN LEWIS is a librarian at a research library and archives located in a museum, dealing with researchers from all over the world and all levels of education. She has a great fondness for biographical dictionaries. Megan’s attended Arisia for over a decade and has previously worked Art Show. This is her first year doing a panel (but is still working Art Show—come buy some art!). She possesses interests in a diverse number including modern architecture preservation, crocheting and genealogists.

SUFORD LEWIS is a longtime fan and a longer-time reader. She has been a member of LASFS and MITS-FS, and a founding member of NESFA and Regency

fandom. She is a Master Costumer; an inveterate con com member, having been part of the committees of all the Boston worldcons, many Boskones, two Costumecons, a few others, and even an Arisia or so; and in 2008 was given the Big Heart Award. She also finds time to play a little Dominion, see some anime, and, with luck, even filk a bit. Mostly retired from software system building, she still occasionally helps some people out with computers. She is the Bujold editor for NESFA Press, having completed nine books. She is married to Tony Lewis, is owned currently by 2 cats, and is the proud mother of Alice.

GORDON LINZNER is founder and editor emeritus of *Space and Time Magazine*; author of several novels and scores of short stories; freelance editor; licensed New York City tour guide; and front man for *Saboteur Tiger* blues band.

ADAM LIPKIN is a reviewer for *Publishers Weekly*, covering science fiction, fantasy, horror, and young adult books. He has written reviews for a number of publications, including *The Green Man Review* and *Rambles*. He wrote the horror column, “Fear Factor,” for Bookslut, and was also the animation columnist for SMRT-TV.com. He has published hundreds of horror movie reviews at his own blog, http://yendi.livejournal.com, and has also published essays in Salem Press’s Critical Survey of Graphic Novels. By day, he works as an Associate Director of Academic Technology at a top-35 university. Adam lives in the suburbs of Boston with his wife, daughter, and two moderately psychotic felines.

SHIRA LIPKIN has managed to convince Apex Magazine, Stone Telling, Clockwork Phoenix 4, Interfictions 2, Mythic Delirium, and other otherwise-sensible magazines and anthologies to publish her work; two of her stories have been recognized as Million Writers Award Notable Stories, and she has won the Rhysling Award for best short poem. She credits luck, glitter eyeliner, and tenacity. She lives in Boston with her family and the requisite cats, most of whom also write. She also fights crime with the Boston Area Rape Crisis Center, does six impossible things before breakfast, and would like a nap now.

LUBOV is a Russian-born fine art artist who does not paint commercially. Her works, generally in oils, show a pre-Raphaelite influence. She paints landscapes, fantasies, and horror equally as the mood moves her, generally on large canvases with fine details and luminous colors.

CATHERINE LUNDOFF is the award-winning author of Silver Moon: A Women of Wolf’s Point Novel (Lethe Press, 2012) as well as the short story collections Night’s Kiss (Lethe Press, 2009), Crave (Lethe Press, 2007) and A Day at the Inn, A Night at the Palace and Other Stories (Lethe Press, 2011). She is the editor of Haunted Hearths and Sapphic Shades: Lesbian Ghost Stories (Lethe Press, 2008) and the co-editor, with JoSelle Vanderhoof, of the anthology Hellebore and Rue: Tales of Queer Women and Magic (Lethe Press, 2011). Website: www.catherin-elundoff.com

ALAN M is a poly activist who has run the Polyamory in the News site for the last eight years, reporting on more than 1,500 media treatments of the subject. He has given keynote speeches at Loving More’s Poly Living and Atlanta Poly Weekend conventions, spoken at Poly Pride in NYC and Transcending Boundaries, and is a founding member of the Polyamory Leadership Network. His goal is to make the world aware that polyamory can be an ethical, happy option for some people. Alan has lived happily in both poly and mono relationships for long stretches of his life since 1968.

JAMES DOUGLAS MACDONALD was born in White Plains, New York, the second of three children of W. Douglas Macdonald, a chemical engineer, and Margaret E. Macdonald, a professional artist. After leaving the University of Rochester, where he majored in Medieval Studies, he served in the U. S. Navy. Macdonald left the Navy in 1988 in order to pursue writing full-time. Since then he has lived with his wife and co-author, Debra Doyle, in a big 19th-Century house in Colebrook, New Hampshire, where they write science fiction and fantasy for children, teenagers, and adults. From 1991 through 1993, as Yog Sysop, he ran the Science Fiction and Fantasy RoundTable on the GEnie computer network; after the death of GEnie, he was the managing sysop for SFF-Net. These days, when not writing novels or running as an EMT with the local ambulance squad, he blogs at Absolute Write.com and Making Light.

ROSE MAMBERT occasionally teaches Italian and is Editor-in-Chief of Pink Narcissus Press. She has co-edited various anthologies such as “Elf Love”, “Queer Fish”, and “WTF?!”. She is also the author of the rock-and-roll vampire novel “The Muses: The Blood Tour” (2012, Damnation Books.).

JAMES MANDEVILLE is EMT, Founder and Chairman of Operation Hammond. He has spent the past 5 years as an EMT in the UK and USA. He is an avid safety advocate for the convention, pop culture and fan community. He founded Operation Hammond, the only non-profit organization dedicated to the unique medical and safety needs of pop culture conventions and events. Over the past 10 years he has been a frequent staff member of many anime and pop culture conventions around the world, and has fulfilled many roles ranging from security, medical care, operations and public relations. To date he has staffed over 60 conventions in the UK, Japan and USA. He has been an operations, emergency management and safety adviser to many other pop culture conventions in the UK and USA.

As an artist herself, **NICOLE MANN, ESQ.** places a high value on client education as to their rights when it comes to federal Copyright and Trademark law, as well as the business of making a client’s art more than a private passion. She is an advocate for encouraging artists to making that great next step into commerce, including content licensing and the incorporation of small business ventures.

PETER MARANCI is founder and editor of the Interregnum RPG APA (RIP). Winner of several amateur video prizes at Arisia. Publisher of “Pete’s RuneQuest & Roleplaying!” (www.runequest.org/rq.htm), one of the oldest RPG sites online. Longtime Arisia panelist. Sold a story to a semi-pro mag long ago, but it folded before publishing it (or paying for it, unfortunately). Once boasted that he could do a panel on ear wax and make it interesting. Luckily Arisia hasn’t tested that. :D

DANIEL MARSH is a member of the Society of Creative Anarchism (as Grim the Skald); even his wife calls him “Grim,” so there’s that. He considers himself knowledgeable in the following things, in order of how much he knows: Norse Poetry, Norse Culture, Alliterative Poetry in general (particularly Old English and 14th Century), Medieval costuming, Medieval combat, and Victorian costuming. Seriously, if you want to know about alliterative poetry, he’ll talk your ear off. He also has been gaming off and on since his parents gave him something called “Dungeons and Dragons” in a bright red-pink-purple box when he was ten.

Rocket scientist by day; cook, knitter, spinner, seamstress, actress, model, singer, runner, and weaver by

night. Yes, **SHELLEY MARSH** sleeps; she just has a messy house.

DAVID MARSHALL has been making, researching and teaching comics for more than 20 years. He’s been published by Fantagraphics Books, SpiderBaby Graphix, FantaCo Enterprises, The Boston Comics Roundtable and Riverbird Studios. Check out his free web comics on Inky Stories (www.inkystories.com). Short, self-contained stories include whole-some memoir “Six-Year-Old Horse Thief”, raunchy comedy “Window of Opportunity”, science fiction action “The Null Device”, neurotic horror “The Bleeding Mirror” and Boston murder mystery “Zip’s Last Day”. Art of the Comic Book (www.artofthecomicbook.com) is David’s college-level studio workshop for making comics with traditional ink-on-paper media. He frequently participates in 24-Hour Comics Day, Free Comic Book Day, Arisia, Massachusetts Independent Comics Expo and Boston ComicCon.

B. DIANE MARTIN began reading science fiction at age nine, and later that same year she asked for her first telescope. She has a law degree, is a founder of several companies, and has advised start-ups in software, gaming, holography, and other technology areas. Diane is extremely honored to be a 2009 World Fantasy finalist (Special Award—Non-Professional) for her work with Readercon. Diane (a/k/a She Who Must Be Obeyed) lives with her husband, David G. Shaw, and their son Miles (He Who Will Not Be Ignored) in a Somerville, MA, Victorian home filled with books, games, music, anime, and cookware.

BRENNAN MARTIN has painted miniatures since a teen and after a college/life hiatus has jumped back into miniatures even to the extent of even playing a few games with the little things. Also, in the last few years he was a game rep for Z-Man until last Summer when he had less time after the arrival of his daughter (his favorite miniature!). He has kept bees for several years and loves talking about beekeeping to all that will listen.

GAIL Z MARTIN is the author of Ice Forged in The Ascendant Kingdoms Saga and the upcoming Reign of Ash (Orbit Books, 2014), plus The Chronicles of The Necromancer series (The Summoner, The Blood King, Dark Haven & Dark Lady’s Chosen) from Solaris Books and The Fallen Kings Cycle (The Sworn and The Dread) from Orbit Books. In 2014, Gail launches a new urban fantasy novel, Deadly Curiosities, from Solaris Books. She is also the author of two series of ebook short stories: The Jonmarc Vahanian Adventures and the Deadly Curiosities Adventures. Gail’s work will appear in four new anthologies in 2014: “Clockwork Universe Steampunk vs. Aliens”, “Athena’s Daughters”, the British Fantasy Society’s “Unexpected Journeys” and “With Great Power”. Find her at www.ChroniclesOfTheNecromancer.com, on Twitter @GailZMartin, on Facebook.com/WinterKingdoms, at DisquietingVisions.com blog and GhostInTheMachinePodcast.com.

In real life **SAMARA MARTIN** is a tribal fusion belly-dancer, living statue and consummate theatre geek (primarily acting, directing, and costuming), and is currently pursuing a Master’s Degree in Theatre Education. Her “geek cred” includes ten years of tabletop gaming (mainly Dungeons and Dragons), five years of LARPing including two and counting on staff at the New Hampshire chapter of Alliance, minor obsessions with *Doctor Who* and Neil Gaiman and a blossoming interest in steampunk under the alter ago Abigail Mycroft of the Wandering Legion of the Thomas Tew. For more information, find her online at http://www.facebook.com/samara.dancing.frozen/.

DONNA MARTINEZ is a freelance artist originally from New Mexico and has been a resident of Boston for 15 years. Donna is also a member of the Boston Comics Roundtable contributing stories to Inbound, Hellbound, The Greatest Comics Anthology of All time and issues #1 and #3 of In A Single Bound respectively. Presently she’s illustrating a bi-weekly webcomic for SALT by American Student Assistance, an education debt management company based in Boston. Donna is also happily married to fellow Round Table writer/cartoonist Joey Peters.

MILO MARTINEZ is a semi-professional costumer living in Cambridge. His interests include leather working, costuming technology, craftwork (armor, casting, etc), and villainy. An avid maker since childhood, he uses mixed medias and unconventional approaches to solve costuming challenges.

MICHAEL MCAFEE is an actor, writer, director and managing director for the Post Meridian Radio Players. His poetry has appeared in *Space and Time Magazine*. He has been on panels dealing with a variety of topics at Arisia and other conventions since the mid-1990s. He has been active in all aspects of fandom since 1990, particularly in the SCA, LARPing and filking. Feel free to talk with him about future projects.

ALAN MCAVINNEY was born and raised in Cambridge by poly parents. He now lives and works as a computer programmer in Somerville with his fiancée and metamour.

ELIZABETH MCCOY has been an editor and writer for Steve Jackson Games, and has recently branched out into original fiction—mostly self-published. Her most recent work is “Blackest Before the Dawn,” a story about First Contact between alien races, in the What Happens Next anthology published by Furplanet Productions. She has also written a fantasy duology with a romance plot, Herb-Witch and Herb-Wife. She is working with a layout person for her science fiction. She still lives in the Frozen Wastelands of NH, with a spouse, a kid, and various cats.

DENNIS MCCUNNEY is a longtime SF fan, and has been helping to run cons like Arisia since the 1970’s. For the past twelve years he’s been a member of Arisia’s Hotel Liaison Staff, and for six of those years he edited and designed the Arisia Souvenir Book. He’s been involved on one level or another with Arisia, Capclave, Lunacon, Philcon, WorldCon, and World Fantasy, and in the process has come to know a lot of the folks working professionally in SF. When he isn’t working on cons he has variously been a graphic designer, iron worker, museum exhibit builder, alternative energy analyst, system/network/telecom administrator, and web journalist and moderator. He currently spends too much time on Google+.

JOHN G. MCDAID’s fiction has appeared in *Asimov’s* and *F&SF*, where his most recent work, “Umbrella Men,” was the January 2012 cover story. He attended Clarion in 1993 and sold his first story, the Sturgeon Award-winning “Jigoku no mokushiroku”, in 1995. A webmaster by day, he lives in Portsmouth, RI where he juggles writing, work, and citizen journalism. For downloads and blog visit http://harddeadlines.com.

VICTORIA MCMANUS (Janssen) can frequently be found blogging about romance at Heroes & Heartbreakers and mysteries at The Criminal Element. Her novel-length erotica includes *The Duke and the Pirate Queen*; *The Duchess, Her Maid, The Groom and Their Lover*; and *The Moonlight Mistress*, set during her favorite historical time period, World War One; its electronic-only sequel is titled “Under Her Uniform.” Her erotic short stories are available in numerous anthologies and as e-books. She also

reviews for Publishers Weekly. Find out more at http://www.victoriajanssen.com.

JAMES MEICKLE has a degree in political science and psychology, and obtaining it required more electrodes than you might expect. When he wasn’t wiring up test subjects, he was involved in Connecticut’s criminal justice policy on topics like prisoner reentry and marijuana decriminalization. After graduation, he began a Ph.D. in political psychology and earned the distinction of getting kicked out in record time. A few months later and he was in Boston running the Romney campaign’s website (where he had the longest hair). Nowadays, James is the developer evangelist at AppNeta, a local startup focusing on application performance management. In his spare time he makes questionable contributions to the roguelike development community, like coding the Octopode race in Dungeon Crawl Stone Soup.

The Comiku Girls, **AKIKO MEIGETSU** and Li Izumi, are celebrating their 10-year anniversary attending the convention circuit along the eastern seaboard and beyond. Each has had a pencil (or brush) in their hand since they could hold one, and have been telling stories since they could talk. At conventions, they are artists, cosplayers, and Japanese cultural panelists. In 2004, they debuted their popular Japanese Tea Ceremony Panel, and have continued to create unique panel options in the decade since. Akiko is an artist, working in both digital and traditional media (watercolor and Asian Brushpainting). Li has studied Japanese language and culture for over a decade, including a semester in Akita, Japan. She has a B.A. in East Asian Studies and a Master’s degree in Classical Japanese Language and Literature from University of Massachusetts, Amherst.

Self acknowledged geek and couch potato **PENELOPE MESSIER** never seems to find enough time in the day for the latter. Between work, hanging with friends, drumming, kite flying, movie going and other various activities, Penny’s couch is extremely lonely. In an exclusive interview with said couch, “Arisia bio” found a very disgruntled sofa: she’s always gone! She used to spend all day with me but now it’s an hour to work and back, and the same to see friends on the weekend, her driver’s seat gets more attention then I do! Then she takes time out of work and heads to Arisia while I languish here alone. That’s it, the waterbed and I are going on strike. Hi, my name is Penny and I would like to apologize for my couch; it’s normally a very nice sofa but lately it gone a bit flat. I think I need to buy some new foam for it. Anyways this is me quirky but fun!!!

KATRINA MEYER has been involved in fandom since her dad started taking her to sci-fi cons while she was still in diapers. She is an artist, a belly dancer, a massage therapist, and the unwitting founder of the geeky belly dance show. And if you stay still too long, she will likely try to engage your interest in any of the above, with gesticulation bordering on interpretive dance.

ERIK J MEYER-CURLEY is Erik all the time. He is Erik everywhere he goes. Whether or not he is the Erik you are looking for is to be determined. He has been attending cons in Boston environs since about 1980. His interests are varied and his affiliations numerous.

MIJAN has been active as a fan writer, costumer, and convention geek since 2003. Primary fandoms include *Star Trek*, *Harry Potter*, and *Star Wars*. As a self-identified queer person, Mijan has a particular interest in GLBTQ issues as they relate to fan activities, particularly issues of gender identity and gender expression in social structures, writing, and fandom itself. Serving seven years in the Army under DADT has given Mijan a unique insight into certain aspects

of social justice and civil liberties. Despite being a student of world religions and active in a UU congregation, Mijan is a scientist, skeptic, and social secularist who feels that this is an essential perspective too often ignored in the political arena. In real life (what’s real?), Mijan is an EMT with a background in biology, and writes queer fiction on the side.

DANIEL MILLER is a local attorney, gamer, comics aficionado, and SF/F fan (not necessarily in that order) who keeps coming back to Arisia because he enjoys it. He has been “living this lifestyle” since high school, and lives it in eastern Massachusetts. He recently completed his first manuscript, even if it is utterly unpublishable at the moment, and is working on another one . . . as soon as his writer’s block subsides. He continues to like alternate histories, humorous SF/F, and rollicking good adventures with good worldbuilding. He once tickled a man in Reno just to watch him laugh, turned the tap dance into his crusade, and is always looking to proselytize the uninitiated into the worlds of assorted geekery. (Or, at least get them to come to a team trivia event. Either way.)

MARK MILLMAN is a member of the Salem Zouaves/ Salem Trayned Band military re-enactment unit, which portrays citizen militias of the 1630s and the early 1860s, and of the Commonwealth Vintage Dancers, New England’s premier vintage-dance company, which performs the social dances of the Regency, Civil War, Gilded Age, Ragtime, and Roaring Twenties eras. Both groups’ members make their own historically accurate clothing and study and perform period movement disciplines. He is also the former demonstration co-ordinator and head of historical-combat instruction at the Higgins Armory Museum, and the Steward and a founding member of the Higgins Armory Sword Guild. In addition, he is an experienced fight choreographer, both for the theater and for historical martial-arts demonstrations, and a long-time modern fencer and practitioner of Asian martial arts.

TROY MINKOWSKY is a published comicbook writer, stand up comedian, and director. His current project is a web-series “Super Life” for which he is a writer, director, and producer for Rhino Crate productions.

JAMES MOBIUS is a multimedia artist and multi-instrumental musician. A licensed Tattoo artist and published comic book artist/writer/colourist/inker, he has degrees in music and electronics; so he fixes houses for a living. He plays 6 string bass and Chapman Stick with Mojoceratops, is a former chocolatier, a Luthier, has lived in Japan and currently has 0.2 cats. Oh, he also does theatrical lighting for *Rocky Horror* and more. If you need a handyman, a tattoo, murals, portraits or progressive music, please visit his site (he made that too, from scratch) mobiusband-width.com.

GANN MONROE’s varied areas of interest and knowledge include costuming, brewing, special education, and dance. She studied food microbiology and brewing science at Hampshire College, and she is currently seeking special ed teacher certification at Georgia State University. When she’s not studying, Gann sews lots of costumes and practices ballet and Irish dance.

DAN MORRIS was born June 3rd, 1982. He grew up in Charlotte, NC on a steady diet of comic books, loud music, and Legend of Zelda games. He earned a degree from Savannah College of Art and Design. It was there that he met his future wife Christa Newman who continues to encourage him to just be him. Today, he continues to enjoy comics, loud music, and Legend of Zelda games. To date he’s made several self-published mini comics and continues to make comics in his spare time.

Having barely escaped with her sanity questionably intact after more than 8 years as owner of NERO Mass/Ravenholt, the founding chapter of NERO International LARP, **RACHEL MORRIS** is finally able to enjoy PCing again. She's been LARPing for 15 years—a natural extension of her theater background—and has been a science fiction fan since childhood, thanks to her father introducing her to Analog at an early age. She makes her living as a productivity consultant, doing data analysis, training, and custom software development. She writes when inspiration strikes and both creates jewelry and teaches silversmithing in her (imagined) spare time.

SARAH “TASHARI” MORRISON is an aspiring fantasy and children's book illustrator, currently building up her portfolio. In her “spare time” she sews gowns with hoop skirts. Find her work at Tashari.Org.

JOHN MURPHY is a short fiction writer and engineer living in southern New Hampshire. He has a PhD in robotics and currently works in the field of network security. His fiction has appeared in markets including Nature, Crossed Genres, and the Drabblecast.

MADDY MYERS is a freelance video game critic. She currently writes a biweekly column as well as game reviews for Paste Magazine. She previously worked as a games columnist, features writer, and web producer for the Boston Phoenix, and her writing about video games has also appeared at re/Action, Gamer-anx.com, the Border House, and Kill Screen. She also plays keytar and sings in a nerdcore pop rock band called the Robot Knights.

LAWRENCE (LARRY) NELSON, known as LORDL-NYC online, is a long time member of the leather/queer/poly communities as well as a longtime queer/kinky/poly rights activist. He attended his first science fiction convention (Lunacon) in 1984 where he went on to help run gaming from 1991-2003. In 2006 he attended his first Arisia where he put in over 30 hours helping out in the con suite. In 2007 he put his longtime activism to good use and started doing panels at Arisia, Lunacon, and The Eulenspiegel Society (TES) [a major leather group in NYC]. He lives in Queens, NYC where he runs the Queens BDSM group and, when he can, their munch (which he started).

RESA NELSON's newest novel is *All Of Us Were Sophie*, a science fiction murder mystery. She is the author of the *Dragonslayer* series, a 4-book series based on two short stories published in *Science Fiction Age*, the first of which ranked 2nd in that magazine's first Readers Top Ten Poll. *The Dragonslayer's Sword* (Book 1) was Nominated for the Nebula Award and was an EPPIE Award Finalist for Best Fantasy Novel. Nelson also has a standalone novel about a modern-day society based on ancient Egypt called *Our Lady of the Absolute*. Her short fiction has been published in *Fantasy Magazine*, *Paradox*, *Brutarian Quarterly*, *Science Fiction Age*, *Aboriginal SF*, and many anthologies. Nelson is a graduate of the Clarion Workshop. She has also sold over 200 magazine articles. She was the TV/movie columnist for *Realms of Fantasy* for 13 years. Visit her website at <http://www.resanelson.com> and follow her on Twitter @ResaNelson..

KATE NEPVEU was born in South Korea and raised in New England. She now lives in upstate New York where she is practicing law, raising a family, and (in her copious free time) writing at her Dreamwidth account (kate_nepveu), a booklog (steelypips.org/weblog), and at Tor.com, where she has returned to re-reading Tolkien one chapter at a time, this time with The Hobbit.

The legendary **ALEX NEWMAN** was raised on a parallel Earth where his plane crashed in the Himalayas—er,

the parallel Himalayas. Not ours. There he was taught the secret of clouding men's minds by monks. Parallel monks. Stop laughing. He fought crime for many years until a group of his arch enemies (can you have a “group” of arch enemies?) banded together in a sinister plot to bounce him into a parallel universe. That is, parallel to that one, which they thought of as the real universe but which you think of as a parallel universe. Unless you're also from there, in which case you think of this one as the parallel... Oh, screw it. Alex Newman is the founder of *The Boston Babydolls* (www.BostonBabydolls.com), a former comic book writer and *capo comico* of i Sebastiani (the Greatest commedia dell'arte troupe on Earth), gamer and LARP author (he was one of the play-testers for Advanced Dungeons and Dragons). He has been involved in Arisia in various aspects for many years.

BENJAMIN NEWMAN has been filking since his college friends dragged him to his first convention his freshman year at Swarthmore. Since then, he has written over 200 songs on a wide range of topics, including SF and fantasy, science, computers, and religion, both singly and in various whimsical juxtapositions. Ben has also organized filk programming for Philcon, Concertino, and Pi-con.

CHRISTA NEWMAN received a Bachelors in Fine Arts for Animation from Savannah College of Art and Design in 2009. Along with her love of animation, she has been a member for the costuming community since 2002 as Sweet-Pea. Completing over 100 costumes for herself and others in her 9 years of participating in the hobby, she has also judged craftsmanship for local conventions in the past few years. After graduation she has become a professional catalog photographer and also branched out into costume photography using her film degree to create images with narrative depth.

JAMES NICOLL was born in Canada, learned English in the UK, learned English again in Canada and aside from various trips abroad have spent most of my adult life in Kitcheners, Ontario. I ran a hobby shop for 17 years and now am a free-lance book reviewer and game editor, occupations that have taught me how to budget.

ABBY NOYCE is a doctoral student in cognitive neuroscience, a knitter, and a theatre geek.

DAVID NURENBERG, Ph.D. just does too much stuff. He's a freelance writer for White Wolf, a self-published novelist, a high school English teacher and an occasional adjunct professor. That explains all the twitching. He's been a GM for 24 years, which explains the severe twitching. He has traveled to over 30 countries and runs two international exchange programs, which explains how he can twitch in several languages. Do not stare directly at David, as contents are under pressure and may detonate, causing minor to moderate injuries. But David comes in peace, really—at least, that's what he'll insist in court.

ADRIENNE J. ODASSO's poetry has appeared in a wide variety of strange and wonderful publications, including Sybil's Garage, Mythic Delirium, Jabberwocky, Cabinet des Fées, Midnight Echo, Not One of Us, Dreams & Nightmares, Goblin Fruit, Strange Horizons, and Stone Telling. Her debut collection, *Lost Books* (Flipped Eye Publishing, 2010), was nominated for the 2010 LNPA Best New Poet Award and for the 2011 Forward Prize. and was also a finalist for the 2011 People's Book Prize. Her two chapbooks, *Devil's Road Down* and *Wanderlust*, are available from Maverick Duck Press. She attended Wellesley College as an undergraduate, the University of York (UK) as a postgraduate, and currently lives in Boston, Massachusetts, where she works for Har-

vard University. You can find her online at ajodasso.livejournal.com (and on Twitter under the same name). She is an editor in the Poetry Department at Strange Horizons (www.strangehorizons.com).

JENNIFER OLD-D'ENTREMONT is an hobbyist costumer with a taste for recreating both sci-fi/fantasy characters as well as historical and ethnic dress. A medical technologist by day, it's the fannish endeavors that make life more fun. She's never read the instruction manual that came with the sewing machine and can't make herself follow a the instructions of a pattern or recipe to save her life. There's also a very unhealthy obsession with puff paint, but we don't talk about that. Jennifer lives in Kansas City with her spousal unit and furry, four-legged children.

DANIEL JOSÉ OLDER is a Brooklyn-based writer, editor and composer. Following the release of his ghost noir collection, *Salsa Nocturna*, Publisher's Weekly declared Daniel a rising star of the genre. He has facilitated workshops on storytelling, music and anti-oppression organizing at public schools, religious houses, universities, and prisons. His short stories and essays have appeared in *The New Haven Review*, *TOR.com*, *PANK*, *Strange Horizons*, and *Crossed Genres* among other publications. He's co-editing the anthology, *Long Hidden: Speculative Fiction From The Margins Of History* and his forthcoming urban fantasy novel *The Half Resurrection Blues*, the first of a trilogy, will be released by Penguin's Ace imprint. You can find his thoughts on writing, read his ridiculous ambulance adventures and hear his music at ghoststar.net/ and [@djolder](https://www.instagram.com/djolder).

DAVID OLSEN is an all-around geek who will happily talk your ear off about stories and games. As such, he fell in love with RPGs upon receiving the Dungeons & Dragons red box for Christmas at the age of nine. Since then, he's campaigned in dozens of worlds and systems, including GMing a few LARPs over the past 15 years. He's done game testing for various independent companies, including Firehose Games and Choice Of Games and even voice acting work for Reactive Studios. You can catch him as a background actor in various feature films or as the fourth season winner of “Beauty and the Geek.”

PETER OLSZOWKA is an assistant division head for the technical services division this year. He is also the architect of Zambia, the scheduling software used by Arisia, Lunacon, and more cons, he hopes.

KEN OLUM is a research professor in the Tufts Institute of Cosmology, where he studies cosmic strings, the possibility of time travel in general relativity, and philosophical issues in cosmology. He lives in Sharon, MA with his partners, Valerie White and Judy Anderson, and his children, Jocelyn and Perry.

LEE ORLANDO has been involved in organized fandom for almost 40 years. Most recently, she is one of the founders and Administrators for TheHob.org, one of the largest fansites sanctioned by Lionsgate Films for The Hunger Games trilogy. Prior TheHob.org, she was the Technical Media Representative for TwilightMoms.org, one of the largest Twilight related sites in the world, supporting Red Carpet events, large media events, media relations, and website / forum activities on a daily basis. She has run small and large Media related conventions, and has supported WorldCon as Deputy Director of the MagiCon masquerade. She was one of the original team of fans called TechnoFandom, and she's sure she can find someone who remembers back that far :)

BETHANY S. PADRON has fostered a love of dressing up with a degree in Costume Technology from UNCSCA and is currently the Costume Studio Manager for the University of South Dakota.

SUZANNE PALMER is an SF/F author whose work has appeared in Asimov's and Interzone, and an artist of occasional, impractically large sculpture.

JENNIFER PELLAND is a Boston-area science fiction writer, bellydancer, and occasional radio theater performer. She's a two-time Nebula finalist for her short fiction, and her collection *Unwelcome Bodies* and novel *Machine* are available from Apex Publications. To learn more about her writing: www.jenniferpelland.com, and keep track of her bellydance performances at www.facebook.com/ziadances.

KRIS PELLETIER is a mechanical engineer who got into college with an essay about how she wanted to be B'Elanna Torres and now designs helicopters—not quite a starship, but we're working on it. Her fandom experience spans the gamut from skulking around on Livejournal, attending/volunteering at cons, and being a lead staff member and editor for a multi-fandom podcast. She loves to work with kids, especially when it comes to fostering an appreciation for the STEM disciplines (which is convenient, since she's the A'14 Asst. Division Head for Children's Services).

ISRAEL PESKOWITZ (Izzy) is a professional photographer, dabbling plumber, and amateur fan.

JOEY PETERS is a writer, cartoonist and beauty contest champion from Boston. His work has appeared in “In a Single Bound”, the Boston Phoenix, Leftovers of the Living Dead, Inbound: Comics from Boston and all across the internet. Visit his website at tacolicious.net

MARLIE PHILOSSAINT (Twisting Star) has been a voracious reader since before she can actively remember. She relies on a constant stream of fantasy, science fiction, and comic books of all kinds to keep herself sane. With that said, she has exactly zero connections to the professional side of fandom, but she babbles with the best of them. She came to her first Arisia when she was far too small, and the hotel far too large.

JESSA PHILLIPS is Editor-in-Chief of Goodtobeageek.com, a website which indulges in all manner of geek. Articles penned by Ms. Phillips have been featured on Rocket Llama, Game Tyrant, Geek Girls Network, Action Flick Chick, Hour 42 and SciFi Mafia. In addition to her editorial duties, Ms. Phillips is also a producer with a number of podcasts to her credit, including Good To Be A Gamer, a video game news show which she also co-hosts. She has also been a guest on many other podcasts, including The Earth Station One podcast and RevolutionSF RevCast. Ms. Phillips has also appeared on panels at other science fiction and gaming conventions, lending her expertise in a myriad of topics from B movies to video games to web entertainment.

Winner of the 2013 Dare to be Different award, **KT PINTO** writes about vampyres, mutants, witches, merfolk, werebeasts, deities, courtesans, criminals, and pop stars... sometimes all in the same story. For more information, go to <http://www.ktpinto.com/>

STEVE E POPKES, his wife, son, dog and cat breed turtles on two acres in Massachusetts.

DR. JAMES PREGO, ND practices on L. I., NY. Dr. Prego is a recipient of the NYANP's Physician of the Year award. He is also a professor of Biology at Molly College and Touro College School of Health Sciences. Dr. Prego is a longtime fan of science fiction and has been a guest at various conventions, where he has been on panels discussing xenobiology, health in space, life extension, fusions of biology and technology, and how natural ways of healing fit in a sci-fi/high-tech world. Dr. Prego has also been on

various fan-related and culture panels. He is the New York Delegate to the American Association of Naturopathic Physicians, and spent 6 years as a board member of the NY association of Naturopathic Physicians. Dr. Prego has given talks, written articles, and been a guest on radio and television shows, discussing naturopathic medicine, children's health, detoxification, and other health-related topics. To learn more about Dr. Prego and naturopathic medicine, visit www.doctorprego.com

JULIA PUGLIESE is a college sophomore who sews and blogs. Her costumes range from geeky to elegant. She was part of the Birds of Prey group that won best presentation in last year's Arisia Masquerade.

Most commonly known in fandom and elsewhere as Dr. Karen, **KAREN PURCELL DVM** has been active in veterinary medicine since her early teens. Sometime during her unending college years, she went to her first convention and her spare time became non-existent. Busy in past years with Masquerade, Costuming, and the Art Show, she's now back leading the Masquerade for her last year with Arisia. Unfortunately, in future years she will be back to minimal volunteering, as her household moves to North Carolina.

RICHARD RALSTON has been a fan of science fiction and anime since the late 60's. Rick has been staffing conventions the past 10 years on the local and regional level. Rick is also the organizer of the local anime group in Albany, NY. Rick brings a unique point of view to the fandom community.

VICTOR RAYMOND PHD is a longtime SF&F reader and fan, and currently serves as a board member of the Carl Brandon Society and the Tekumel Foundation. In the past, he has served as President of the Interstitial Arts Foundation, Chair of WisCon 28, Co-Chair of WisCon 33, and Executive Committee member of Minicon 28 and 33. A professional sociologist, he is a member of the Arts & Sciences faculty of Madison College in Madison, Wisconsin.

SUZANNE REYNOLDS-ALPERT writes speculative fiction from her little corner of Massachusetts. Her poetry has been published in *The Wayfarer: A Journal of Contemplative Literature*, *Tales of the Zombie War*, *Strong Verse*, *Eternal Haunted Summer* and *Pagan Edge*. Her first published short story “Essie” appeared in *Luna Station Quarterly*, and her chapbook of poetry will be published in November 2013. Her current WIP is a novel about the teenage embodiment of the Goddess Kwan Yin. She's the Program Coordinator for Open Spirit, a multi-faith healing center. Suzanne is blessed with a tolerant husband, two mischievous black cats, and two amazing kids. She has degrees in Communication and Sociology, and is a lifelong scifi fan and science geek. Find her online: <http://suzan-nereynoldsalpert.blogspot.com/>

A triple threat (at least to himself), as a fan, sometime smof, and kinkster, **MARK W. RICHARDS** got started early, reading SF and fantasy as soon as he could reach the bookshelf (which admittedly wasn't very high). He started going to cons as soon as he was able (1978), after hearing of them, and way too soon found himself working on them as well. Some years later (early 90s), he discovered kinkdom, both by itself and where it crossed over with fandom. He's been on the committees for both conventions and kink events, as well as served on the boards of organizations in both milieus. He's equally comfortable discussing literary science fiction and fantasy, the classics of the field, fanzines, kink activism, and sexual politics ... preferably over a couple of pints or some good single malt. Doing it in front of an audience will be a new and interesting experience, which he's looking forward to.

JULIA RIOS writes all sorts of things, hosts the Outer Alliance Podcast (celebrating QUILTBAG speculative fiction), and is one of the three fiction editors at Strange Horizons. Her fiction, articles, interviews, and essays have appeared in Daily Science Fiction, Apex Magazine, Stone Telling, Queens Dig Time Lords, and several other places. She's half-Mexican, but her (fairly dreadful) French is better than her Spanish.

CLARENCE “SPARR” RISHER is at Arisia in order to feed his girlfriends' mad scientist fetish.

SANTIAGO RIVAS is currently celebrating 30 years as a sci-fi enthusiast, ever since his exposure to works like *Tron*, *Empire Strikes Back*, and *Star Trek II: The Wrath of Khan*. However, it was his time at MIT that he became an avid film, theatre, and gamer geek. He has been involved with the Theatre@First acting troupe for over seven years and the Heinlein Society Naughty Nurses for five years. In his copious spare time, when he's not blogging, acting, writing short stories, writing one-act plays involving lightsabers, spending time with his Fabulous Redheaded wife, raising their advanced male prototype, and going out with hot Goths, he takes every opportunity to indulge in RPGs, Steve Jackson/Rio Grande games, and anything related to *Star Wars*, *Star Trek* or *Final Fantasy*.

NICOLE ROBINSON has been awarded the title of Mega Awesome Super Mom by a group of local burners. While mothering three fabulous young people, she provides incredible massage therapy services, bakes and cooks divinely, preserves the local harvest, dances, hula hoops, sings like an angel, sews, reads an abundant amount of sci-fi, fantasy, and cooking books, and has even won a fake beard contest. Nicole is happily married to the equally awesome Forest Handford, winner of the Mr. BeardFly contest and in the running for the Best Dad Ever award.

MARGARET RONALD is the author of *Spiral Hunt*, *Wild Hunt*, and *Soul Hunt*, as well as a number of short stories. Originally from rural Indiana, she now lives outside Boston.

A JOSEPH ROSS has been in fandom since the 1960's. In 1964, he founded the University of Massachusetts (Amherst) Science Fiction Society, then later became a member of MITSFS and NESFA, serving as Vice President of NESFA from 1970-72. He edited Volume I of the NESFA Hymnal in the late 1970's. He was Clerk of Arisia, Incorporated from 1990-92 and President from 1992-94. He is a practicing attorney and figures that if he practices long enough, he may get good at it.

HANNA LEE RUBIN ABRAMOWITZ, or H-chan for short, is what you might call a Jack-of-all-things-geeky. She is an avid reader of YA fantasy, a video game player, a sci-fi TV show fan, a costumer and crafter and most of all an artist. Her dream is to one day become a published writer and cartoonist but right now is happy with writing fan-fics, working on her online manga and being your not so average house-wife. At cons you can find her in costume wandering the halls, sitting in panels that interest her, participating in panels that she has knowledge in or in the artist alley oggling things she would like to buy. So if you see her say a friendly “How do you do?” I promise she does not bite.

DON SAKERS was launched the same month as Sputnik One, so it was perhaps inevitable that he should become a science fiction writer. A Navy brat by birth, he spent his childhood in such far-off lands as Japan, Scotland, Hawaii, and California. In California, rather like a latter-day Mowgli, he was raised by dogs. As a writer and editor, he has explored the thoughts of sapient trees, brought ghosts to life, and beaten the

“Cold Equations” scenario. In 2009, Don took up the position of book reviewer for *Analog Science Fiction & Fact*, where he writes the “Reference Library” column in every issue.

KIINI IBURA SALAAM is an award-winning writer, painter, and traveler from New Orleans, Louisiana. Kiini’s work is rooted in eroticism, speculative events, and women’s perspectives. Co-winner of the 2012 James Tiptree Jr. Award, her book Ancient, Ancient collects sensual tales of the fantastic, the dark, and the magical. Her short fiction has been anthologized in such collections as Dark Matter, Mojo: Conjure Stories, and Dark Eros. Her nonfiction has been published in Ms. Magazine, Essence magazine, and Utne Reader. She’s the author of two ebooks (“On the Psychology of Writing” and “On the Struggle to Self-Promote”) that chronicle the ups and downs of the writing life. You can learn more about her at www.kiiniibura.com.

CAROL SALEMI costumes at the Master level and has been involved in all aspects of costuming for over 30 years, trying her hand at everything from teaching, creating, and competing to judging and masquerade directing. Each competition costume usually involves some new, fun, or challenging technique that keeps it fresh. While best known for Media recreations and Native American clothing, her most recent work can be seen on “My Big Fat American Gypsy Wedding”. Carol has enjoyed working as a medical massage therapist for 24 years, works part time for Regal Cinemas, Disney/Mosaic and Sondra Celli Designs with seasonal jobs in the Haunt Industry. She now has a growing interest in Steampunk accessories and fashion...so check out her jewelry in the art show!

Writer and screenwriter, **STEVE SAWICKI**’s short fiction has been featured in *Future Washington*, *Transversions*, and *Electric Velocipede*, and a novella in *Absolute Magnitude*. Reviewer of books, movies, and small press, and the Creator of the Damn Aliens, Steve currently has two screenplays under option and negotiating a reality television series with production companies. His reviews appear in *SFRevu* and *Gumshoe*.

ISABEL SCHECHTER has been active in fandom, including WisCon, Think Galacticon, and Capricon, for more than a decade. As an event planner, Isabel specializes in sustainable events for non-profits working on environmental and social justice issues, as well as local and food justice issues. Isabel has a master’s degree in Divinity from the University of Chicago Divinity School. She is Latina by birth, Jewish by choice, and uppity by necessity.

IAN KEVILLE SCHLEIFER is a systems integration engineer at Rethink Robotics and a space geek. His professional experience has involved a broad range of technologies and sciences. He is a bachelor of the sciences with a major in computer science and a minor in mathematics. Ian has a passion for figuring out how things work and he loves to share it.

MIKE SCHNEIDER (Micah) joined the Programming Staff for Arisia six years ago. This is his second year as the Assistant Programming Division Head. He is also one of the co-chairs for Transcending Boundaries 2014, a regional GLBTQ conference. Micah completed his Masters degree in history and public history from UMass Amherst in 2011, and works as a middle school math tutor. In his free time, Micah enjoys yoga, highpointing, all kinds of gaming and being polyamorous as often as possible. He lives in Western Massachusetts with his family of choice and a small coterie of animal companions. If you enjoyed the panel programming this weekend, Micah thanks you on behalf of the entire staff. If you didn't, it was probably someone else's fault.

KEN SCHNEYER forgot that he wanted to be writer for twenty-five years, until a six-month home renovation forced him to take desperate measures to save his sanity. His stories, which include both science fiction and fantasy and which often employ weird narrative devices, appear in *Analog*, *Strange Horizons*, *Beneath Ceaseless Skies*, *Clockwork Phoenix* 3 & 4, *Daily Science Fiction*, *Bull Spec*, *Ideomancer*, *Escape Pod*, *Podcastle*, and elsewhere. By day, he teaches legal studies and science fiction literature to college students, and has published articles on the constitutive rhetoric of legal texts. He could accurately be described as an actor, lawyer, teacher, archer, fencer, cyclist, amateur astronomer, programmer, project manager, Humanistic Jew, feminist, Democrat, and Pawsox fan. Born in Detroit, he now lives in Rhode Island with one spouse, two children, and something with fangs. You can find him on Twitter, on Facebook, and at <http://ken-schneyer.livejournal.com>.

DANIELLE SCHULMAN is a storyteller for family audiences. She performs in venues such as libraries, schools, playgrounds, toy stores, and of course, Arisia. She is also a children’s librarian. Find her at www.danielletales.com.

MEREDITH SCHWARTZ’s short fiction appeared in *Strange Horizons*, *Reflection’s Edge*, and *Sleeping Beauty*, *Indeed*. She edited *Alleys & Doorways*, an anthology of homoerotic urban fantasy, available from Lethe Press. She has committed both screen writing and conrunning, but she is much better now.

FRANCES KIRK SELKIRK has written several published fantasy erotica stories, several unpublished fantasy novels, and rather a lot of fanfic in *Robin of Sherwood* and *Harry Potter* fandoms. She enjoys carpentry, cooking, keeping pretty chickens, and climbing walls.

JUDE SHABRY (aka peacefrog) found Arisia in 1994 and hasn’t been able to stay away since. She has attended as an artist, vendor, techie, panelist, yoga teacher, climbing guide, bride, and more. Last year she was thrilled to add mama to the list.

DAVID G. SHAW was a World Fantasy Award finalist (Special Award—Non-Professional) for 2009, for his two decades of work with Readercon. In his non-Readercon life he has managed to change careers from research biochemist, to founder of Belm Design (a graphic and web design company), to CTO of Blopboard, a social media startup. Somehow he found the time to marry She Who Must Be Obeyed (B. Diane Martin) and have a son, He Who Will Not Be Ignored (Miles). His scientific research has been published in various academic journals, while his articles about interactive gaming have appeared in The Whole Earth Review and the proceedings of the Computer Game Developer’s Conference. In his spare time he cooks and blogs (blog.belm.com) about cooking. He lives and works in Somerville, MA.

NISI SHAWL’s story collection Filter House won the 2009 James Tiptree, Jr. Award. It was praised by Ursula K. Le Guin as “superbly written” and by Samuel R. Delany as “amazing.” She co-edited Strange Matings: Science Fiction, Feminism, African American Voices, and Octavia E. Butler. Her stories have appeared in The Year’s Best Fantasy and Horror, Asimov’s SF Magazine, and the groundbreaking Dark Matter anthologies, among many other publications. She was WisCon 35’s Guest of Honor. Shawl edits reviews for The Cascadia Subduction Zone, a three-year-old literary quarterly. Her own reviews appear there and in the Seattle Times. She is the coauthor of Writing the Other, a guide to developing characters of varying racial, religious, and sexual backgrounds. A founding member of the Carl Brandon Society and an officer of its Steering Committee, Shawl also serves on the

Clarion West Writers Workshop Board of Directors .

NICHOLAS ‘PHI’ SHECTMAN has held every executive position, most management positions, and many area positions in Arisia, and also occasionally volunteers for other conventions.

HILLARY SHERWOOD is a filker, harper, knitter, and bookworm. She has been reading Science Fiction and Fantasy for as long as she can remember, and watching it for nearly as long. She currently lives in the western suburbs of Philadelphia.

CYNTHIA A SHETTLE-MELEEDY plays *Kingdom of Loathing* daily. Old favorite shows include *Heroes*, *Angel*, *Highlander*, and *Misfits of Science*. She roleplays with the Western Avenue Irregulars.

Although no longer Con Chair, **RACHEL SILBER** continues to volunteer on Arisia.

RICHARD A SILVA has been involved in small press publishing since his college days. He published and edited *Kinships Magazine*. Along with his wife Gynn, Rick is a partner in Dandelion Studios (www.dandelionstudios.com), a small press comic book company. Rick co-writes the Dandelion Studios comics *Zephyr & Reginald: Minions for Hire*, *Stone*, *Kaeli & Rebecca*, and *Perils of Picorna*. He publishes his own ‘zine, *Caravan*, and he was a featured contributor for six years at the fiction webzine *The Edge of Propinquity* (www.edgeofpropinquity.net). Rick’s prose short stories have appeared in the anthologies *Close Encounters of the Urban Kind* from Apex Books and *Space Tramps* from Flying Pen Press. Rick Silva grew up in Boston, Massachusetts, attended Cornell University, and currently teaches chemistry at a high school on Cape Cod, where he resides with his wife and son, and three cats.

HILDY SILVERMAN is the publisher of *Space and Time*, a four-decade-old magazine featuring fantasy, horror, and science fiction. She is also the author of several works of short fiction, including “The Vampire Escalator of the Passaic Promenade” (2010, *New Blood*, Thomas, ed.), “The Darren” (2009, *Witch Way to the Mall?*, Friesner, ed), “Sappy Meals” (2010, *Fangs for the Mammaries*, Friesner, ed), and “Black Market Magic” (2012, *Apocalypse* 13, Raetz, ed.). In 2013, she was a finalist for the WSFA Small Press Award for her story, “The Six Million Dollar Mermaid” (*Mermaids* 13, French, ed). In the “real” world, she is a Digital Marketing Communications Specialist at Siemens Hearing Instruments.

JAMILA SISCO is an award-winning costumer with a specialization in Anime costumes. She has worked on costumes for over 6 years and is a member of the Northern Lights chapter of the International Costumers’ Guild.

GLENN SLATE is currently the managing partner of a multiple attorney firm with offices in Washington and Idaho. He is also licensed in Oregon and Massachusetts. In his twenty year career as an attorney, he has performed civil and criminal trials, and spent several years as in-house counsel for one of Oregon’s fastest growing high tech companies. He has also represented almost every type of alternative lifestyle or associated business. Glenn was president and vice president of the UMASS Science Fiction Society in the 1980s at UMASS Amherst. In his free time, he has been a professional psychic, a sworn police officer and business entrepreneur. He was also once bitten by a tiger.

BRAD SMITH is a professional Linux nerd by day, and does musical theater, voice acting, LARP, drumming, and just about any other kind of performance he can get involved with by night. He currently does vocals and percussion in the folk group Stranger Ways, and has recently performed on stage as Pilate

in *Jesus Christ Superstar* and Jake in *Evil Dead: The Musical*, both with the MIT Musical Theater Guild. He is the technical producer of and principle voice cast in the online audio theater podcast, Second Shift (<http://www.secondshiftpodcast.com>). Occasionally, he sleeps.

SARAH SMITH’s first YA, *The Other Side of Dark* (ghosts, interracial romance, and a secret from slavery times) won the Agatha (for best mystery) and the Massachusetts Book Award. She has also written *Chasing Shakespeares*, *The Vanished Child* and *The Knowledge of Water*(both *New York Times* Notable Books), *A Citizen of the Country*, and horror, SF, and hypertext short stories. “The Boys Go Fishing” appears in *NY Times* best-selling *Death’s Excellent Vacation* (ed. Charlaaine Harris and Toni Kelner). Two of her books are being made into plays. She is still working on that Titanic book, and has recently published the nonfictional *A New Shakespeare Poem?* Visit her at www.sarahsmith.com, Facebook, Twitter, and www.bookviewcafe.com, where a lot of her stories are free for the reading.

EVERETT SOARES is the creator and writer of the steam-punk comic book series, *Sky Pirates of Valendor*. Publishing his first mini-series within the world of Valendor through Free Lunch Comics, Everett has traveled the country promoting his series for the last four years. Beginning in 2011, Everett has taken on publishing duties of *Sky Pirates of Valendor* under the Jolly Rogue Studios label. Everett is also a staff writer for DarkBrain.com.

SJS Comic Promotions is owned and operated by Promotions Consultant, **SUSAN SOARES**. Opening its doors officially in 2009, Soares has been working in the comic book industry since 2007 as a part of Jolly Rogue Studios. The purpose of SJS Comic Promotions is to provide support and guidance to comic book creators in the areas of marketing and promotions of their properties. Currently SJS Comic Promotions represents Dandelion Studios, Fallen-mage Productions, Big Bone Studios, Mustard Seed Comics, Dark Brain Comics, Jolly Rogue Studios and Three J Productions LLC. Soares is also a novice comic book writer.

MICHAEL SPRAGUE is the Assistant Con Chair in Charge of Events, Multimedia, Programming, and Tech for Arisia 2014. He’s been reading SF/F since he was the size of a Jawa and has been involved with Arisia since before he could purchase alcohol legally. After having so much fun being Assistant Con Chair for Arisia 2013, he decided to have another go at it for 2014.

After teaching literature, philosophy, history, and religion for more than a decade, **BRIAN STAVELEY** began writing epic fantasy. His first book, “The Emperor’s Blades” (forthcoming from Tor on January 14, 2014), is the start of his series, “Chronicle of the Unhewn Throne.” He lives on a steep dirt road in the mountains of southern Vermont, where he divides his time between fathering, writing, husbanding, splitting wood, skiing, and adventuring, not necessarily in that order. He can be found on twitter at @brianstaveley, facebook as brianstaveley, and Google+ as Brian Staveley.

IAN RANDAL STROCK is the editor and publisher of SFScope.com and the publisher and owner of Fantastic Books (www.FantasticBooks.biz), which publishes new and reprint SF in both print and electronic editions. Random House published his first book, The Presidential Book of Lists, in 2008, and his short fiction has appeared in Nature and Analog (from which he won two AnLabs). Previous publishing positions have included stints at Analog, Asimov’s, Science Fiction Chronicle, Baen Books, The Daily Free

Press, and more. Outside of SF, he’s been a tour guide at Niagara Falls, worked on Wall Street and at several start-up companies, and started four businesses himself.

SONYA TAAFFE’s short stories and poems have appeared in such venues as Beyond Binary: Gender-queer and Sexually Fluid Speculative Fiction; The Moment of Change: An Anthology of Feminist Speculative Poetry; Here, We Cross: A Collection of Queer and Genderfluid Poetry from Stone Telling; People of the Book: A Decade of Jewish Science Fiction & Fantasy; Last Drink Bird Head; The Year’s Best Fantasy and Horror; The Alchemy of Stars: Rhysling Award Winners Showcase; and The Best of Not One of Us. Her work can be found in the collections Postcards from the Province of Hyphens and Singing Innocence and Experience (Prime Books) and A Mayse-Bikhl (Papaveria Press). She is currently senior poetry editor at Strange Horizons; she holds master’s degrees in Classics from Brandeis and Yale and once named a Kuiper belt object. She lives in Somerville with her husband and their potential cat.

CECILIA TAN is “science fiction’s premiere pornographer,” according to Walter Jon Williams, and “one of the most important writers, editors, and innovators in contemporary American erotic literature” according to Susie Bright. She is the author of many books that combine the erotic with the fantastic, including the novels of the Magic University series, *Mind Games*, and *The Velderet*, the collections of short stories *Edge Plays*, *White Flames*, *Black Feathers*, and *Telepaths Don’t Need Safewords*, and the web serial *The Prince’s Boy*. She is the founder and editor of Circlet Press, erotic science fiction and fantasy, and has edited anthologies for Alyson Books, Thunder’s Mouth Press, Carroll & Graf, Ravenous Romance, Masquerade Books, and others. Her short stories have appeared everywhere from *Asimov’s to Ms. Magazine*. Follow her on Twitter, Facebook, or <http://blog.ceciliatan.com>.

TIMOTHY J TERO has been attending Arisia cons for about 11 years now. He’s a painter and photographer, and has traveled extensively; he have been to Europe about a dozen times and Japan 3 times. He’s an assistant organizer for an international arthouse film meetup group in the Boston area. He would say his special interest would be the culture of Japan (old and new)—Japanese Sci-fi/horror films and some anime (especially old Anime). Also, he has a keen interest in European Sci-fi films.

Along with being the Managing Editor of the Hugo-nominated Apex Magazine, **MICHAEL DAMIAN THOMAS** co-edited *Queers Dig Time Lords* (Mad Norwegian Press) with Sigrid Ellis, *Flying Higher: An Anthology of Superhero Poetry* (Meatball Trouble Productions) with Shira Lipkin, and *Glitter & Mayhem* (Apex Publications), with John Klima and Lynne M. Thomas. He also has worked as an Associate Editor on numerous books at Mad Norwegian Press, including the Hugo Award-winning *Chicks Dig Time Lords* (edited by Lynne M. Thomas and Tara O’Shea) and Hugo Award-nominated *Chicks Dig Comics* (edited by Lynne M. Thomas and Sigrid Ellis).

W. A. (BILL) THOMASSON is 77 years old and a biochemist by training. After a fairly varied earlier career, including a stint in science/medical PR, he is currently helping biomedical researchers write their journal articles and grant applications. He’s been legally blind—meaning with glasses he can just make out the second line on the eye chart—since 2000. Self-identifying as disabled (an inconvenience, not a handicap) he has become treasurer of Chicago’s annual Disability Pride Parade. He’s also been part of

Accessibility Services at the past 3 Worldcons and is now starting his tenure as Accessibility Services manager for Sasquan, the 2015 Worldcon. He especially loves being on panels that give him a chance to speculate about the future.

ALEXANDRA THORN is a postdoctoral research associate at UNH, working on a scenario project on land use change in New Hampshire. She received a PhD in Biology from Tufts University in 2012, and she has an informal affiliation with the Harvard Program on Science Technology and Society (STS). Her general interests include civil liberties, agricultural sustainability, urban planning, societal resilience, and how a sense of awe and wonder in shapes our values. She hosts two monthly events at her house: “Reading Nights” where people take turns reading aloud from pieces of their own choosing; and “Big Ideas” gatherings focused on bringing together people interested in discussing a variety of topics including politics, science, communication, and philosophy. She has extensive martial arts experience (most recently Jujitsu), and has some training in survivalism and primitive skills. She has participated in demonstrations by the Higgins Armory Museum.

DAN TOLAND is a writer and podcaster with Earth-2.net, specializing in comics, genre television, and classic SF literature. His strength is as the strength of ten, because his heart is pure; knows he is the World’s Greatest Whovian because he has a mug that says so; and understands that Marvel Two-In-One is the pinnacle of Western civilization, and will fight any man who disagrees. An inveterate Tom Baker man, he has had his previously unshakable Bakerism tested by Matt Smith. He once believed that Eric Allan Kramer was the best Thor the world would ever see, and has since repented. He lives in Boston with a woman of near limitless patience, a dog of nigh-infinite derpitude, and also there is a cat.

MICHAEL TOOLE writes about anime all the time. He’s written for the likes of Anime Insider, Sci-Fi Magazine, Otaku USA, and URB Magazine. Currently, he’s a biweekly columnist and occasional onscreen host for Anime News Network, and a regular contributor to geek humor blog Toplessrobot.com.

THOMAS TRAINA is an attorney who specializes in consulting with law firms on issues of electronic data and evidence, computer forensics, and related technological issues in litigation. Academically, he also focuses on civil liberties, constitutional law, speculative bioethics, and comparative law and government in science fiction. Tom got into science fiction through *Star Wars*, then *Star Trek TNG*, and snowballed from there. He is also an avid roleplayer and theatre-style LARP writer. When he can afford it, he also enjoys wargames.

Born in a log cabin he built with his own hands, **CARSTEN TURNER** expects to have it finished any day now; certainly by the time he’s finished reinventing himself (again). In 2004, he chaired Arisia, and then went on to serve as president. He has been, and remains, an EMT, teacher, artist, hacker, and student.

JAMES “CODER BRONY” TURNER, contributing editor for oreilly.com, is a freelance journalist who has written for publications as diverse as the *Christian Science Monitor*, *IEEE Spectrum* and *WIRED Magazine*. In addition to his shorter writing, he has also written three books on Software Development *Developing Enterprise iOS Applications*, (*MySQL & JSP Web Applications* and *Struts: Kick Start*). In addition, he has spent more than 30 years as a software engineer, and currently works as the Mobile Architect for a company in the Boston area. He lives in a 200-year-old Colonial farmhouse in Derry, NH along with his wife and son. As Coder Brony, he is the President

and Chairman of the Board of the Brony Thank You Fund, the only 501(c)(3) public Brony charity. He also organizes and published the annual Brony Herd Census. He is an open water diver and instrument-rated private pilot.

HEATHER URBANSKI holds a Master of Arts in Writing and a Ph.D. in English, specializing in Composition and Rhetoric. Her first book, *Plagues, Apocalypses, and Bug-Eyed Monsters: How Speculative Fiction Shows Us Our Nightmares* (McFarland 2007), a bibliographic survey of the genre, combines her passion for SF as a fan with her academic career. Her second book, the edited collection *Writing and the Digital Generation: Essays on New Media Rhetoric* (McFarland 2010), focuses on the intersections of rhetoric, popular culture, fandom, and digital media. Her third book, *The Science Fiction Reboot*, a narrative analysis of reimaged works such as *Star Trek* and *Battlestar Galactica*, was released in early 2013. She is currently an Assistant Professor of English Studies at Fitchburg State University. Her next project is a second edited collection, this time on social memory and popular culture, that will be accepting proposals until May 2015.

MERCY E VAN VLACK has been a comics pro since 1980, including working as a writer for *Richie Rich*; an artist on *Green Ghost & Lotus* (set in Boston), creator of *Miranda* for *Leg Show* and *Puritan* magazines; inker for *DC*, *Malibu*, and others; illustrator for numerous fanzines, APAs, anthropomorphics, and SF cons; and artist of many Celtic Calendars and the Celtic Coloring Book. She also draws for private collections, bakes Gluten-Free cookies and cakes that taste good, and makes Celtic jewelry.

ANDREW VAN ZANDT is an engineer, roboticist, and general geek. He's also the Electronics & Robotics Craft Lead at the Artisan's Asylum, a hacker/maker-space in Somerville, MA. Drew is happiest when he's teaching you to make something or making things himself.

JOSELLE VANDERHOOFT is a poet, author, and editor of several anthologies of fantasy stories—most of them having to do with lesbians. These include the well-received *Steam-Powered* series (lesbian steam-punk) as well as *Bitten by Moonlight*, *Sleeping Beauty, Indeed*, (with Catherine Lundoff) *Hellebore & Rue*, and (with Steve Berman) *Heiresses of Russ I*, a collection of the best lesbian spec fic published in 2010. Her second novel, *Ebenezer*, a lesbian re-telling of *A Christmas Carol*, was released from Zumaya Publications in 2013. She lives in South Florida with her partner and two lovely kitties.

CAROLYN VANESELTINE has been fascinated by interactive narrative since playing *Colossal Cave Adventure* at age six, which helps explain why she now works professionally in the video games industry and still finds time to write text adventures on the side. In her spare time, she reads voraciously and pursues a long list of kaleidoscopically changing hobbies.

THOMAS P. VITALE was named Syfy’s Executive Vice President, Programming and Original Movies in May 2008. Vitale has been with Syfy since its first year. A fan of science fiction, fantasy and horror, he has become a favorite voice among genre fans through his monthly “TV on TV” column in SCI FI Magazine. He has reached out to fans through online chats on SYFY.COM and has spoken at science fiction conventions. He is recognized throughout the company as a walking encyclopedia of television and movie facts and trivia. (Rather than lullabies, Vitale regularly rocks his newborn baby to sleep by singing television theme songs to her.)

MARK “JUSTIN DU COEUR” WAKS is a rapidly moving particle. If one pins down his position enough (and doesn’t worry about his velocity), one finds him focusing on programming, SCA, fandom, LARP, and Freemasonry. He is currently working on building Querki, a new system for Keeping Track of Your Stuff, and is likely to burble at you about it if you give him even the slightest opening—be warned.

WILLIAM C. WALKER III is an inveterate gamer in multiple media, lover of sci-fi and fantasy, and veteran gm/dm/storyteller with nearly twenty years of experience running at least one game, and as many as three concurrently. He is currently studying for his PhD in Law and Public Policy at Northeastern University, with a focus in renewable energy policy. He works as a policy research assistant for the Center for High-rate Nanomanufacturing.

A native of MA, **CHERYL WALLACE** has been attending cons for 30+ years in multiple states and countries. She’s also been involved with *The Rocky Horror Picture Show* for as many years, experiencing it not only from an audience member’s perspective, but also as a participant; most recently as a member of the *RHIS* (*Rocky Horror Internet Show*). She has interests in cult movies, trivia, gaming, crafts and improv comedy. She can be seen around Arisia volunteering as a Heinlein Society “Naughty Nurse.”

KIT WALSH teaches intellectual property and civil liberties advocacy at Harvard Law School, focusing on free speech and privacy issues. Kit has testified before the Massachusetts state legislature on bills concerning government surveillance, privacy, campaign finance, transparency, and corporate accountability. Kit holds a J.D. from Harvard Law School and a B.S. in Brain and Cognitive Sciences from MIT, where research projects included seeking a cure for Alzheimer’s, genetically engineering artistic bacteria, and building cyborg frogbots.

JEFF WARNER is: a professor of autodidacticism, a not-recently-published writer, an associate member of first fandom, a 7th level ninja-smof with a lawful/good alignment, available for cheap dates, a co-founder of 3 sf conventions and a utility infielder for others, a freelance blurb-ologist and a philosophical entertainer. “Geek, Nerd, AND Dork? I’m a Triple Threat!”

TANYA WASHBURN (Selkiechick) has been lurking around the edges of fandom and the SCA for just over 20 years, dabbling in costuming and cooking and fanfiction, among many other things. Her day job is create accessible electronic texts for college students with disabilities. She is also currently an active advocate for better access services at conventions.

KET WATERS is a Scottish, jazz, and Cape Breton fiddler, but may be better known as a costumer, jeweller, or simply “that blue-haired girl”. In the past she has been a volunteer, truck-unloader, writer, artist, and maker-of-another-convention’s-badges (she did not, however, add a scratch and sniff). She released her first EP last year, and has stopped thinking you should ask about it since the sound quality is awful. She may also be available to play fiddle tunes for your event, and does think you should ask her about this. At Arisia, she teaches chainmail classes, makes costumes on a budget, and drinks too much coffee.

A longtime fan of SF/F, **JOHN C. WATSON** was infected with the anime and manga bug in the early 1990s, and remains a virulent carrier of all three.

ABIGAIL WEINER has many pseudonyms, most of which start with M.

SUSAN WEINER is a professor of physiology, a social insect researcher, a LARP writer with Alleged Entertainment, a fiddle player and songwriter who has played with Stranger Ways and Cheshire Moon, and somehow also manages to date far too many people. She’s not exactly sure how she does all that either.

MICHELE WEINSTEIN has been involved with hall costuming and prop making since the 1970’s. Masquerade competition has been a more recent activity. She has won several awards (for workmanship and presentation) at both regional and Worldcon levels—often working with her daughter, Sara.

SARA WEINSTEIN is a second generation fan whose first convention was at age seven and has been seeing conventions as a second home ever since. Being involved in cons has always been a family affair, whether it be tech crew with dad, costuming with mom, or simply making a family amongst her friends. Other than sci-fi and fantasy, her main interest has been music. She plays a plethora of instruments ranging from the harp to the trombone, and has now taken music to be her career studying music therapy. She recently made a life-long friend in her Lyon & Healy Style 100 pedal harp in mahogany that she named Effie (short for Flora & Fauna). Ask her about her harp! Go cons!

SYD WEINSTEIN was a mentor at the American Film Institute Digital Content Lab and is video designer for Arisia and many Worldcons. He has more than 15 years’ experience teaching television production techniques to both children and adults. He has directed countless productions and produced several documentaries. He has been part of Techno-Fandom since 2001. He has been involved in Costuming since 2004 and has been a presentation judge.

RUTH WEJKSNORA-GARROTT is a licensed psychologist and psychotherapist working in Somerville, specializing in working with people from various counterculture groups—geeks and goths and pagans, otaku and kinksters and poly folk and anyone else who’s looking for a therapist who will work with them on the problems actually bothering them, and won’t look askance at all these perfectly reasonable aspects of their lives. She’s been singing with Sassafrass for the past four years, and is greatly looking forward to the upcoming release of their CD *Sundown: Whispers of Ragnarok*.

ALAN WEXELBLAT is a poly parent, an amateur photographer, a long-time tabletop RPG and online MMO gamer, and a writer on intellectual property issues.

If **MICHELLE WEXELBLAT** began her life with the date she started going to conventions, she’d be old enough to vote and drink. Given that she started attending them when she was old enough to drive.... Besides attending cons, Michelle is a mother, wife, friend, extrovert, clinical social worker, poi spinner, and has the ability to see any problem from all sides, all at once. Her brain is a very busy place, and she’s happy for distractions, so talk to her.

A Vermont-licensed lawyer, **VALERIE WHITE** is a sexual freedom activist and practicing polyamorist. She’s executive director of the Sexual Freedom Legal Defense and Education Fund, on the advisory council of the Woodhull Freedom Foundation, on the coordinating council of Family Tree, and on the board of Unitarian Universalists for Polyamory Awareness. She speaks nationally on sex and the law.

NIGHTWING WHITEHEAD was born in 1958. The Barbie doll was “born” in 1959; so for a year she had nothing to do. Since then, she’s been making up

for lost time by dressing anyone and anything that comes within her reach. She’s worked for several theaters, dressed some stars, done some teaching, and has her own business designing and creating costumes for life.

DOUG WILDER has been attending conventions for over a decade, hosting panels for nearly as long, and watching anime for more years than he should probably admit openly. As the resident mecha fan of AnimeCons.com’s podcast, AnimeCons TV, he can often be found talking about giant robot shows to anyone who will listen. On the rare occasions that he does shut up about his mechanical friends, Doug has run other panels such as “The Aging Otaku” and “The Changing Face of Anime Conventions”, as well a variety of other geeky topics.

PENELOPE WILHELM is a professional musician and music teacher, a lay Emergent Church leader at The Crossing, nascent game master, cisgender transsexual, camp counselor, an accidental political activist, and an intentional life-long sci-fi fan. She began drumming when she was three, began teaching drums when she was sixteen, and went on to major in composition at Berklee College of Music. Penny’s fandom started early watching Dr. Who with her grandmother. She grew up watching Space: 1999, Star Blazers, Battlestar Galactica, the Star Wars trilogies, Star Trek (all of them), and several others. Penny was instrumental in organizing her church’s efforts to help pass transgender civil rights legislation in Massachusetts. She works with transgender and gender variant youth as a counselor and activity leader at Camp Aranu’tiq. She has also lead and been a member of several panels speaking to groups of parents, trans kids, and the public about issues faced by trans individuals.

SCOTT WILHELM is a licensed biology, physics, and general science teacher with more than 10 years of experience, mostly with high-school-aged learners with learning disabilities and severe behavioral problems. He combines deeply analytical lessons with fun activities to meet high expectations with no tears for a very wide range of ages and abilities.

After the failure of his LED Light Sabre, **STEPHEN R WILK** was reduced to selling flashlights on street corners. He did find time to persuade Oxford University Press to publish his collection of articles on weird optics, “How the Ray Gun Got Its Zap!” He also had fictional pieces appearing in Analog and Tales of the Undead, as well as several online publications. Against everyone’s expectations, he continues to be a Contributing Editor for the OSA.

CONNIE WILKINS began with Marion Zimmer Bradley’s Fantasy Magazine, several of Bruce Coville’s anthologies for kids, Strange Horizons, and various similar publications. Then she was seduced into writing and editing erotica as her alter-ego Sacchi Green. That resulted in publishing scores of erotic stories, some of them also crossing into science fiction and fantasy, and editing seven anthologies including a Lambda Literary Award winner. Now she’s getting back to her roots by editing Time Well Bent: Queer Alternative Histories, co-editing Heiresses of Russ 2012: the Year’s Best Lesbian Speculative Fiction, both for Lethe Press, and writing erotic sf/f for Cir-clet Press.

JENNIFER WILLIAMS is an author, editor, and crazy cat lady. Her most recent work is the anthology Like a Sacred Desire: Tales of Sex Magick published by Cir-clet Press and featuring stories by Raven Kaldera, D.L. King, and David Sklar. She has also recently been published in the Lambda Literary Award nominated

collection Women of the Bite edited by Cecilia Tan, and Vicious Verses and Reanimated Rhymes, a collection of zombie poetry edited by A.P. Fuchs. She is an active member of the New England Horror Writers Association and a staff writer for Blogcritics.org.

W. B. J. WILLIAMS holds advanced degrees in anthropology and archeology and is an avid historian, mystic, poet, and author who manages an information security program at a prominent New England start-up. He is noted for his bad puns, and willingness to argue from any perspective. He is endured by his beloved wife and two daughters, and lives in Sharon, Massachusetts. When he is not at home or at his computer, he can often be found haunting the various used bookstores of Boston.

Attorney, occasional writer, and all around fan, **JAMES A. WOLF** was known as Dungeon Master Jim on *The Toucher and Rich Show* on WBCN, when there was a WBCN. He is presently shopping novels and plotting trouble.

BARBARA A WOODWARD (Bey) is part of the Boston area Poly and Kink communities. She was member of the Heinlein Society Naughty Nurses for 9 years and still encourages everyone eligible to donate blood. Bey is married to gaming book author, Jonathan L. Woodward, and together with their partner Zeph are raising their daughter “Roo.” Go to her website, TasksAtBey.com, to see what else she does.

JONATHAN WOODWARD is the author or co-author of over a dozen role-playing game books, including the *Hellboy* RPG, *Trinity*, and *GURPS* Banestorm. He has been an Arisia panelist for over 20 years. He lives near Boston with his wife and daughter.

TRISHA J. WOOLDRIDGE of Auburn, MA is the current president of Broad Universe (www.broaduniverse.org), as well as a member of New England Horror Writers, the Horror Writers Association, and the Worcester Writers Collaborative. She has co-produced the Spencer Hill Press UnCONventional (January 2012) and Doorways to Extra Time (August 2013) anthologies. Her writing can be found in the EPIC award-winning Bad-Ass Faeries anthologies; Journal of New England Horror Writer’s Epitaphs (2011) and Wicked Seasons (2013) anthologies; Corrupts Absolutely? from Damnation Press; Once Upon an Apocalypse anthology (2013); and Poetry Locksmith. She also gets paid to review food, play with horses, and interview chefs, bands and people who make movies. Her first novel, The Kelpie (as T. J. Wooldridge), is available from Spencer Hill Press. She also has a very patient Husband-of-Awe-some, a calico horse, a tabby cat, and two Giant Baby Bunnies. www.anovelfriend.com

PHOEBE WRAY has a futurist novel in print *JEM-MA7729*, and the sequel *J2*, will be released in early 2012. A third volume is in the works. She also has published stories in *Farthing*, *Andromeda Spaceways*, and the anthologies *No Man’s Land*, *All About Eve*, and *Backless, Strapless & Slit to the Throat*, online at Fables.org and *ChiZine*. She serves on the Advisory Board of Broad Universe and lives in Massachusetts.

BRIANNA SPACEKAT WU is head of development at Giant Spacekat Productions, where she is writing and directing the upcoming videogame “Revolution 60”. This game, which will be released for iOS next year, is a fully 3D-animated game about girls in space who kick ass, and features professional voice actors such as Amanda Winn-Lee. Brianna is also a frequent contributor to science fiction fanzines. She’s known for her high-energy art style featuring tall, skinny women. Wu is six foot two, and a dedicated marathoner. She runs over 55 miles every week, and

almost 3,000 miles per year. She is married to four-time Hugo-award-winner Frank Wu.

FRANK WU is an award-winning artist, writer, and animator. He’s married to fellow artist/costumer/gamer Brianna Spacekat Wu. Frank’s art has materialized in many magazines and books. Frank won the Illustrators of the Future Grand Prize and four Hugo Awards. He also has four scientific papers to his credit, along with humor published in *The Journal of Irreproducible Results* and *The Annals of Improbable Research*. He is also chief spaceship designer for the videogame “Revolution 60” being developed by Giant Spacekat, as led by Brianna Wu. Rev60 is set for released on iOS devices (iPad, iPad mini, iPhone, etc.) in March this year.

TOM WYSMULLER forecasted weather at Amsterdam’s Royal Dutch Weather Bureau after studying meteorology at NYU and Stanford. Selected for a NASA internship, he worked throughout NASA before, during, and after the moon landings. He worked at Pratt and Whitney and held insurance industry executive positions. The Polynomial Regression mathematics, algorithms, or code he personally produced after leaving NASA is used by almost every climate scientist on the planet for modeling and analysis. He lectures worldwide on the SCIENCE needed to understand Global Warming, and his “Toucan Equations” for predicting Sea-Level rise/fall are still within range. In 2012, Tom (as a Meteorologist, was asked to be among those who) joined the “NASA 49,” a group of Astronauts, Scientists, Engineers, and NASA Field Center Directors publicly requesting improvement in NASA’s handling of climate pronouncements. His http://www.colderside.com/Colderside/Temp_%26_CO2.html has gone viral.

Dr. **WILLIE YEE** is President of the Mid-Hudson Astronomical Association, Executive Officer of the USS Abraham Lincoln Ncc-71809, Contributing Producer and member of the Grip and Electric Team of Star Trek Phase II, and creator of the Prius-class shuttlecraft Zhang Heng. He is a retired psychiatrist.

BILL “DR. CRASH” YERAZUNIS is a professional mad scientist, working on things like virtual reality, LEDs, spam filters, reversible fuel cells, wireless power, 3D printers, and sharks with frickin’ lasers on their heads. In his spare time, he performs secretive cloning experiments, tries to learn Kung Fu by chewing on floppy disks, and plays “Toccata and Fugue in D Minor” on a huge synthesizer while he laughs like a... well, like a mad scientist.

A child of the space race, **GUILLERMO ZEBALLOS** has always been fascinated by fantastic vehicles and stories of space, real and fictional. He is active in designing and building spaceships out of paper and researching their designs. He is also a great fan of spaceship and futuristic art and illustration, as well as those of the more familiar hero ships of film and television. He loves to see how these “futuristic” designs over the last 100 years ties in with what he knows from real hardware and his background in computer-human interaction.

ERIC ZUCKERMAN is not a real talk show host, but he played one on TV. His fannish semi-improv comedy project, “Eric in the Elevator” has screened at regional West Coast conventions, several WorldCons, Arisia (where he was 2008 Fan Performer GoH), and LunaCon (where he was 2011 Special Guest). Among his many other nerdlly pursuits, he’s a geocacher, a gamer, an armchair “fanthropologist”, and a compulsive ribbon collector/trader. 🐱

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