

ARISIA 2016

FRIDAY, JAN 15 – MONDAY, JAN 18

WESTIN BOSTON WATERFRONT HOTEL

AUTHOR GUEST OF HONOR: **JOHN SCALZI**

ARTIST GUEST OF HONOR: **JOHNNA Y. KLUKAS**

FAN GUEST OF HONOR: **PABLO MIGUEL ALBERTO VAZQUEZ III**

MUSE OF WHIMSY: **VENETIA CHARLES**



Cover: *Where Do You Get Your Ideas?*, 2015
This page: *2150 A.D.*, 2011

Table of Contents

Arisia 2016

Westin Boston Waterfront
January 15-18, 2016



now with 32% more whimsy

Author Guest of Honor 13

John Scalzi

Fan Guest of Honor 24

Pablo Miguel Alberto Vasquez III

Muse of Whimsy 25

Venetia Charles

Artist Guest of Honor 26

Johnna Y. Klukas

Message from Con Chair and President	4	Art Show Participants	36
Code of Conduct and Behavior Policies	6	Dealers	36
Con Committee and Staff	8	Arisia 2016 Student Writing Contest Finalists	37
<i>An Election</i> by John Scalzi	14	Arisia Indie Game Expo	38
Artist Guest of Honor Portfolio	27	Program Participants	39

The Arisia Souvenir Book is Copyright © 2016 by Arisia, Incorporated, a 501(c)(3) non-profit corporation. By-lined articles are copyright their respective authors. Cover and photographed interior artwork is copyright by Johnna Y. Klukas, and is used with permission. Arisia is a service mark of Arisia, Incorporated. www.arisia.org

Message from the Con Chair and President

EARLIER THIS YEAR we sat down in a room and asked some of our volunteers to define what Arisia is. The answers have stuck with us: “Arisia was started with a love of genre, but isn’t limited to just science fiction and fantasy.” “Hand-made artisanal convention.” “A place where you can be your authentic, enthusiastic, creative, fannish self.” “An intersection of communities that orbit the greater Boston area.”

This is an amazing thing we do, where people from different walks of life come together one weekend a year to create something awesome. Some people work it from before the previous event’s close, some of them stumble across it halfway through the weekend. All of these people are important to the continued success of Arisia, and to the communities that are enriched by a few days of mingling with each other.

Volunteers, Dealers, Artists, Performers, Panelists, Game Masters, and paying members, you all help make this weekend great, and we couldn’t do it without you. Whatever way it is that you contribute to Arisia, we ask you to consider doing just one more thing while you’re here. Once, somewhere in your 72 hours, turn to someone next to you (a friendly stranger, or a strange friend) and ask them what would make their weekend even more amazing. It may be something you can offer help with, or it may be an idea that brings you joy, too. It may be something you’ve never heard of, or you may learn your fellow attendee enjoys some of the same things

you do despite coming from a totally different background. Maybe you’ll make a new friend, or maybe you’ll walk away with a reminder that there’s yet another way to enjoy the con, that this is a space that’s been made to encourage as many types of fun as we can cram into 72,057 square feet of function space.

We know “there is no one true way” isn’t exactly a classic battle cry, but it is OUR battle cry, and it’s been the seed for what you’ll experience at Arisia 2016. Want to dance until dawn? Want to pray at 8:30am? Arisia provides space and time for both. Want to hang out in the lobby and wave to a hundred friends? Want some alone time in your room while watching the Masquerade on TV? We’ve got you covered either way. They say all roads lead to Rome (and that all roads lead **away** from Ankh-Morpork), and Arisia has become a place where all roads lead to awesome.

By having a deliberate focus on not focusing on any one thing too much, Arisia has grown to occupy a space that doesn’t quite fit anywhere else. And so we’ve become a natural home for those things, and people, who don’t quite fit anywhere else either.

Welcome home.

Kris “Nchanter” Snyder
ConChair, Arisia 2016

Conor Walsh
President, Arisia Inc.



THE LONGEST-RUNNING SF CONVENTION IN NEW ENGLAND!

BOSKONE 53

FEBRUARY 19-21, 2016 THE BOSTON WESTIN WATERFRONT HOTEL

GUEST OF HONOR

GARTH NIX

OFFICIAL ARTIST

RICHARD ANDERSON

FEATURED FILKERS

VIXY & TONY

SPECIAL GUESTS

ARNIE & CATHY FENNER

NESFA PRESS GUEST

BOB EGGLETON

RATES

Adult: \$50

College Student: \$35

K-12 Student: \$25

**RATES GO UP
ON JAN 20!**

BUY MEMBERSHIPS AT OUR
TABLE TODAY

**COME TO
OUR PARTY!**

INFO ON PARTY BOARDS

register now at www.boskone.org email: info@boskone.org

COMING SOON FROM NESFA PRESS



The Collected Stories of Poul Anderson

Volume 7: Question and Answer

The seventh volume of collected work by a SF master. This volume features "Question and Answer," "Outpost of Empire," and 11 more stories, including several with Dominic Flandry. Cover and interior art by Vincent diFate.

available in hardcover and ebook

OFFICIAL
BOSKONE 53
BOOK



The Grimm Future

An exciting new SF anthology of reimagined Grimm fairy tales. Featuring work by Boskone 53 Guest of Honor Garth Nix, as well as Jeffrey Ford, Nancy Holder, Max Gladstone, and more! Cover by Boskone 53 Official Artist Richard Anderson.

available in hardcover and ebook



Conspiracy!

Did you know that there is a secret government agency dedicated to creating conspiracy theories? Anthology of 12 original stories from Mike Resnick, Debra Doyle and James D. MacDonald, Allan Steele, and nine other authors. Cover by Bob Eggleton.

available in paperback and ebook

CLASSIC SCIENCE FICTION FAVORITES
PUBLISHED BY FANS FOR FANS

www.nesfapress.com



Code of Conduct and Behavior Policies

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 have a safe and welcoming convention for all.

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, and / or intimidating behavior which includes, but is not limited to, stalking, physical or verbal intimidation, discriminatory comments, inappropriate physical contact, and unwelcome sexual attention.

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 "The Watch" (Convention Security), an Assistant Div Head, a Division Head, an Assistant Con Chair, or the Con Chair.

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 "The Watch" (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.

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 that do not have free-roaming ribbons found outside of Fast Track) will be brought to "The Watch" (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 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 "The Watch" (Arisia Security) 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 Parties" (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

Code of Conduct and Behavior Policies

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 include, but are 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

In this section, "recording" is defined as any recorded media (including but not limited to: still photographs, audio recordings, and film/video recordings in both analogue and digital formats), or the production of any such media.

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. Flash photography is permitted at Arisia except for areas or events where it is specifically banned (e.g. in performances).

Anyone using recording equipment must ask permission before recording any individual or group. Anyone who does not wish to be 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 ask 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.

Attendees agree to be bound by the Convention

policies on making recordings. These policies are available on the Convention website and in Arisia Operations and given to anyone who registers with the Convention as a member of the Press or as a Photographer. Do not manipulate recordings in ways that are malicious or misleading. Some areas, events, and/or program items may further restrict recordings.

Some areas, events, and/or program items may further restrict recordings.

Arisia's Code of Conduct requires respect for other attendees, including obtaining permission to make recordings, not using recordings for malicious purposes, and following the applicable laws and regulations established by the hosting facility.

VENDING POLICIES

All vending (exchange of money for goods or services) must be authorized by the convention, and only take place in authorized locations. Vendors must comply with all applicable laws (including but not limited to copyright and tax laws).

OTHER POLICIES

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.



Convention Committee and Staff

CON CHAIR: Kris “Nchanter” Snyder **ASSISTANT CON CHAIRS**

Anna Bradley: Food, Member Services,
Operations, Staff Services
Jaime Garmendia: Events, Exhibits, Gaming,
Programming, Technical Services
Dale Meyer-Curley: Communications,
Publications, Registration, Youth Services

CON CHAIR ADVISOR: Mike Sprague

CON CHAIR SPECIAL PROJECTS:

DEBRIEF: Rachel Silber
SCAVENGER HUNT CZAR: Colette H. Fozard
CONVENTION TREASURER: Rick Kovalcik
HEAD CASHIER: Kathleen Morrison
**TREASURY STAFF: Judy Beemis, Dave Cantor,
Naomi Moslow**
SWIPE BOX GURU: Noel Rosenberg
GUEST OF HONOR LIAISON: Michelle Wexelblat
GOH STAFF: Jess Steytler
WRITER GOH LIAISON: Jess Steytler
ARTIST GOH LIAISON: Mike Feldhusen
**FAN GOH LIAISON: Drea Bradford, Colette H.
Fozard**
**MUSE OF WHIMSY GOH LIAISON: Colette H.
Fozard**

DIVERSITY COMMITTEE CHAIR: Mink Rose

**DIVERSITY STAFF: Anna Bradley, Jaime
Garmendia, Diana Hsu, Cody Mattes, James
Meickle, Mark Oshiro, Kris “Nchanter” Snyder**

COMMUNICATIONS: Rachel Kadel-Garcia

ASSISTANT DIVISION HEAD/PUBLICATIONS:

Dan Toland

PUBLICATIONS COPY EDITOR: Maria Davis

**PROOFREADING: Wendee Abramo, John
Beechwood, Maria Davis, Holly Nelson**

SOCIAL MEDIA: Gregorian Hawke

SOCIAL MEDIA SUPPORT: Gabriel Lefton

NEWSLETTER EDITOR: Andrew Sonstrom

SOUVENIR BOOK: Dan Toland

COVER ARTWORK: Johnna Y. Klukas

COVER DESIGN: Tina Gleason

IMAGE WRANGLER: Michael David Sims

AD SALES: Rick Katze

POCKET PROGRAM: Paul Selkirk

COVER ARTWORK: Johnna Y. Klukas

COVER DESIGN: Allen Holt

RESTAURANT GUIDE: Lyndsay Calusine

FAMILY FRIENDLY GUIDE: Dan Toland

MOBILE SCHEDULES:

KONOPAS: Peter & Mary Olszowka

GUIDEBOOK: James Van Zandt

EVENTS: Conor Walsh

ASSISTANT DIVISION HEAD: Rachel Silber

AREA HEAD IN CHARGE OF AKASHIC

KNOWLEDGE: David D’Antonio (DDA)

BOUNCY CASTLE CZAR: Greg Pettigrew

CLUB DANCE LIAISON: BDan Fairchild

CONTRA DANCE LIAISON: Kristin Siebert

EVENTS LIAISON: Carrie Keach

FOLK MUSIC EVENT LIAISON: Jeff Keller

**WEAPONS DEMONSTRATIONS LIAISON: Steven
Hirsch**

MEETUP COORDINATOR: Audra Jamai

MASQUERADE:

MASQUERADE DIRECTOR: James Hinsey

ASST. MASQUERADE DIRECTOR: Dr. Karen

STAFF: Kat Amitrano

REGISTRATION: James Hinsey

REGISTRATION TABLE: Kat Amitrano

MC: Richard Hill

MC ASSIST/LIAISON: Chris Doherty

STAGE MANAGER: Michael Rafferty

PRESENTATION JUDGES: Jill Eastlake, Johnna

Y. Klukas, Pablo Miguel Alberto Vasquez III,

Venetia Charles

**WORKMANSHIP JUDGE: Carol Salemi & Jennifer
Old-d’Entremont**

JUDGES’ CLERK: Kat Amitrano

GREEN ROOM MANAGER: Byron Connell

**GREEN ROOM STAFF: Bridget McManus, Vicky
VieBrooks**

REPAIR TABLE MANAGER: Tina Connell

KAMIKAZE KIDS: Dawn Albright & Jill Silvester

HEAD NINJA: Ann Catelli

BACKSTAGE PIRATE: Greykell Dutton

OFFICIAL PHOTOGRAPHER: Sandy Middlebrooks

VIDEOGRAPHER: Syd Weinstein

**HALL COSTUME AWARDS: NoeL (Northern
Lights Costumers’ Guild)**

MASQUERADE HOUSE MANAGER: Matthew Barr

MASQUERADE HALFTIME ENTERTAINMENT:

**Student Art Awards, Student Writing Awards,
Trailer Park and Hallucinating Shakespeare**

MASQUERADE COMPUTER GURU: James Hinsey

EXHIBITS: Benjamin Levy

FIXED INSTALLATIONS:

**ART SHOW: Megan Lewis & Nicholas “phi”
Shectman**

**BUILD CREW: Jeanise Bertrand, Ellen Blackburn,
Theodora Bouwman-Wozencraft, D. Cameron
Calkins, Mieke Citroen, Angela Ercolini, Arthur
Ercolini, Lenny Foner, Amber Henderson, Jim
Henderson, Brandon Hewitt, Michael Kerpan,
Joshua Manning, William Mui, Rex Powell,
Rickland Powell, Eyal Sagi, A. Julia Severino,
Sandy Sutherland**

**RUN CREW: Michelle Behr, Mariama Congo,
Deborah L. Coombs, Mary Catelynn**

Cunningham, Claire Davis, Gay Ellen Dennett,
Joline Desrosiers, Ira Donewitz, Lorijoy
Goldman, Lisa Goldstein, Ray Isaacs, Rick
Katze, Suford Lewis, Ken London, Carol
London, Harvey Rubinovitz, Richard L.
Schmeidler, Paul Selkirk, Andrea Senchy, Dave
Shevett, Joan Turner, Amol Vaidya

ARTIST/AUTHOR ALLEY LIAISON: Christine
Day

DEALERS' LIAISON: Ed Trachtenberg
ASSISTANT DEALER LIAISON: Sabina Fecteau
DOCKMASTER: Jerry Hartung
PROMOTIONS/FREEBIES: Rickland Powell
TAX ID CZAR: Mieke Citroen
GALLERIA LAYOUT: Fred Isaacs and Benjamin
Levy

PROJECTED MEDIA:

ANIME: PJ Letersky
VIDEO COORDINATOR: Lance Oszko
ASSISTANT: Jonette Butler
FILM FESTIVAL COORDINATOR: Scott
"Kludge" Dorsey
PROJECTIONIST: Scott Norwood
SILENT FILM ORGANIST: Jeff Rapsis
TRUCK DRIVER: Melissa McDowell

FOOD: Fred & Suli Isaacs

QUARTERMASTER: Blake Melocarro-Price
ASSISTANT QUARTERMASTER: Austin Noto-
Moniz
CON SUITE: Annie Yotova
CON SUITE CONSULTANT: Joel D. Phillips
CON SUITE STAFF: Theodora Bouwman-
Wozencraft, Constance Burris, Adam Cohn,
Katherine Dander, Ryan Evans, Joel Gould,
Ambar Hammond, James Henderson, Sarah
Hartmann, Sara Horton, Raymond Isaacs,
Danielle LaRose, Angela Lussier, Larry Nelson
Krista Rose, Solly Ross, Deanna Sumner
GREEN ROOM: Emily Isaacs, Roberta Moore
GREEN ROOM STAFF: Liz Cademy, Jon
Cademy-Pfeffer, Sebastian Maranci, Jessica Ryan,
Ben Schwartz, Paul Traite
STAFF DEN: Miri Brodie-Grossman
STAFF DEN STAFF: Ed Eigel, Paul Grossman,
David Raffensperger, Racheal Raffensperger,
Rikibeth Stein

GAMING: Andy Rosequist

ASSISTANT DIVISION HEAD: Jason
Schneiderman
TABLE TOP GAMES: Alan McAvinney
GAME ROOM HOSTS: Mike Dlott, Bill Todd
LARPS AREA HEAD: Kevin Schendell
LARPS LIAISONS: Rebecca Kletnieks, Alexis
Moisand, Benjamin Thornton
VIDEO GAMING: Janet Stickle
VIDEO GAMING LIAISON: Sarah "Pie" Stauff
INDIE GAME EXPO: James Meickle

HOTEL: Amos Meeks

ASSISTANT DIVISION HEAD: Emily Coombs
OVERFLOW HOTEL CONTACT: Amos Meeks
AT-CON LIAISONS: Wendy Ellis, Julia Kedge,
Craig McDonough, Matt Ringel, Laura Sweet
BEO WRITER: Paul Kraus
F&B WRANGLER: Paul Kraus
INNKEEPER: Ellie Younger
AT-CON INNKEEPERS: Kendra Albert, Jason
Melchert, Meg Frank
PARTY CZAR: Joel Herda

MEMBER SERVICES: Tanya Washburn

ASSISTANT DIVISION HEAD: Sharon Sbarsky
ACCESS: Crystaleigh Briggs
BLOOD DRIVE: John Hodges
BONE MARROW DRIVE: Paul Kominers
COAT CHECK: Katherine Cunningham, Greykell
Dutton, Barbara Jewell, Maya Gounard, Louisa
Ricker, Jermetrian Troy, Amanda Coakley,
Karen Cunningham, Wisdom Salters
FAN TABLES: Tim Szczesuil
FOOD TRUCK LIAISON: Jude Shabry
INFO DESK: Kris Page, Jack Page, Diane
Rosenburg, Jean Rossner, Cara Shockley
PHOTO BOOTH: Joni Dashoff, Antony Donovan,
Jane Winans
COSPLAY REPAIR STATION: Mieke Citroen,
Maria Davis, Catelyn Johnson, Talia Lefton, Tracey
Mackersie, Ashlie McCall, Ro Pirog, Peggy Richard,
Emily Rosser, Rocket, Missy Schuman
QUIET ROOM: Lenore Jean Jones
PRESS RELATIONS: Alan Wexelblat
PRONOUN RIBBONS: Cecil Roth
TIPTREE BAKE SALE: B. Diane Martin

OPERATIONS: Daniel Eareckson

ASSISTANT DIVISION HEAD: Adam Burdick, Cody
Mattes
IT SUPPORT: Noel Rosenberg
ASSISTANT AREA HEAD: Shirley Márquez Dúlcey
LOGISTICS: Michael "Lucky" Leuchtenburg
LOGISTICS STAFF: Sabrina Barandiaran, kechpaja,
Jack Luckner, Marlin May, Chuck McCallum,
James Pallack, Krista Rose, Harriet Severino, Debby
Sommer, Jeremy Thorpe, Noah Van Heukelom,
Jonathon Weiss, Ariela Zonderman
OPS DESK: Craig McDonough
SIGN SHOP: Jana Lepon Spencer
SIGN SHOP ASSISTANTS: Delbert Cleland, Will
Walker
RADIO WRANGLER: Andrea Carney
THE WATCH (SECURITY): Crow Meloccaro
ASSISTANT AREA HEAD: Joseph Mogel
SECRETARY: Padraic Gribbons
DISPATCHER: Russell Blake
SHIFT SUPERVISORS: Garrett Colón, Robert
Huntley, Danny Lee, Jonathan Mendoza
STAFF: Sabrina Barandiaran, Joshua Barberie,

Deborah Berlin, Jonathan Breindel, Spencer Farrington, Mark Fuller, Byron McNeal, Will Munoz, Kelley Osborne, Robert Rabito, Jason Scharfenberg, John Shaw, Grace Taverna
FIRST AID: Paige Murray

PROGRAMMING: Tom Traina

ASSISTANT DIVISION HEADS: Micah Schneider & Mink Rose
PROGRAMMING STAFF (PRE-CON): Jaime Garmendia & Kris "Nchanter" Snyder
DIVERSITY COORDINATOR: Mink Rose
TRACK MANAGERS:
ART & MAKER: Drew Van Zandt
ANIME: Christa Newman
COMICS: Donna Martinez
COMMUNITIES: Aimee Bouchard
COSTUMING: Jen d'Entremont & Milo Martinez
FAN INTEREST: Shana Fuqua
LITERATURE: Erik Amundsen & Shira Lipkin
GAMING: Micah Hollis Symynkywicz
MEDIA: Adam Lipkin
MUSIC: Jeremy Kessler & Jeff Keller
SCIENCE: Mark Amidon
WRITING: Lisa Hagar
LIGHTNING TALKS: David Shaw
PROGRAM NEXUS STAFF: Bob Kuhn & Jeff Warner
ZAMBIA: Peter Olszowka
SYSADMIN: Dan Franklin

REGISTRATION: Jaelen Rachlin

ASSISTANT DIVISION HEAD: Diana Hsu
AT-CON TECH LEAD: Melia Beetham
PRE-CON STAFF: Kelly Fabijanec & Pete Brenton
COMPS PANJANDRUM: Sara Gussin
AT-CON STAFF: Wendee Abramo, Adina Adler, Peter Brenton, Rob Castiello, Jordan Cooper, Jesse Cox, Kelly Fabijanec, Jennifer Gauger, Shazza Gilbert, Timothy Goyette, Kathy Grider, Brooks Harrelson, Kara Hurvitz, Nurit Janovich, Christina (Chris) Kelly, Joannie Ortiz, Danielle Reese, Seneva, Skye, Eve Stein, Sarah Troups, Vicky VieBrooks, Kate Wood

STAFF SERVICES: Terry Holt

ASSISTANT DIVISION HEAD: Mike Sprague
VOLUNTEERS AREA HEAD: Erik Meyer-Curley
DUCK HUNT COORDINATOR: Anna Raisbeck & Sherene Raisbeck
TEAM ARISIA HQ STAFF: Holly Bianchi, Justin du Coeur, Allison Feldhusen, Jenne Foronjy Travers, Terry Holt, Erik Meyer-Curley, Joannie Ortiz, JB Segal, Mike Sprague
T-SHIRTS/SWAG COORDINATOR: Terry Holt
THURSDAY NIGHT STAFF DINNER: Terry Holt, Emily Isaacs, Jane Winans
RIBBONS: Sharon Sbarsky
SPACE PILOT PROGRAM: Allison Feldhusen

MASSAGE DEN: Stephen Balzac
MASSAGE STAFF: Audrey Adams, Lilith Astaroth, Whitney Adams, Eric Bornstein, David Howes, Becca Mandel, Darryl Rambo, Cat Stolz, James Van Bokkelen

TECHNICAL SERVICES: Abby Noyce

ASSISTANT DIVISION HEADS: Angela Morley (Main Tent), Persis Thorndike (Small Tent), BDan Fairchild (Dance Tent)
TECH CURMUDGEON: Rick Kovalcik
PROGRAM AV: Lisa Hertel
PROGRAM AV STAFF: Alice Iu
LIGHTING DESIGNER: David H. Silber
ASSISTANT LIGHTING DESIGNER: Lowell Gilbert
MAIN TENT MASTER ELECTRICIAN FOR LIGHTING: Daniel Johnson-Carter
MAIN TENT MASTER ELECTRICIAN FOR POWER: *hobbit*
SMALL TENT MASTER ELECTRICIAN: Eric Gasior
DANCE TENT LIGHTING DESIGNER: Angela Morley
DANCE TENT MASTER ELECTRICIAN: Kristin Seibert
SOUND DESIGNER: Kevin K. Wiley
DANCE TENT SOUND DESIGNER: Nick Jones
VIDEO DESIGNER: Syd Weinstein
ASSISTANT VIDEO DESIGNER: Peter Olszowka
VIDEO STAFF: Megan Gentry
ROOM DRAWINGS: David H. Silber
ARISIA TV: Carl z! Zwanzig
ARISIA TV PROGRAM: Rachel Downing
GENERAL TECH STAFF & RUNTIME CREW: Seph Aliquo, Matt Barr, Covert Beach, Michael Bergman, Aaron "Pup" Block, Jacky Chang, Heidi Clark, Will Coakley, Ed Council, Lilia Deangelis, Greykell Dutton, Misha Field, Rich Fine, Stephanie Fine, Pi Fisher, Lowell Gilbert, Lisa Hertel, Bill Miller, Roberta Miller, Paul Mossip, Genni Mushlin, Mary Olszowka, James Pallack, Mike Piantedosi, Izebel Raab, Wisdom Salters, Harriet Severino, Iruma Shibuya, Wrenn Simms, Ellen Sontag-Miller, Sarah "Pie" Stauff, Sandy Sutherland, Laura Sweet, Maura Taylor, Ben Warmus, Michele Weinstein, Jonathon Weiss

YOUTH SERVICES: Kris Pelletier

ASSISTANT DIVISION HEAD: Nicole Robinson
FAST TRACK (CHILDREN'S PROGRAMMING): Aimee Bouchard
FT FRONT DESK MANAGER: Michelle Driscoll
FT FRONT DESK STAFF: Ian Cooper Rose
FT QUARTERMASTER: Mieke Citroen
TEEN LOUNGE: Lilia DeAngelis & Rheanna Early
TEEN UNCONFERENCE ADVISOR: Sara Gussin
TURTLE TRACK (BABYSITTING): Ocean Thundermoon

The classic stories of
H. P. Lovecraft
brought to life by the

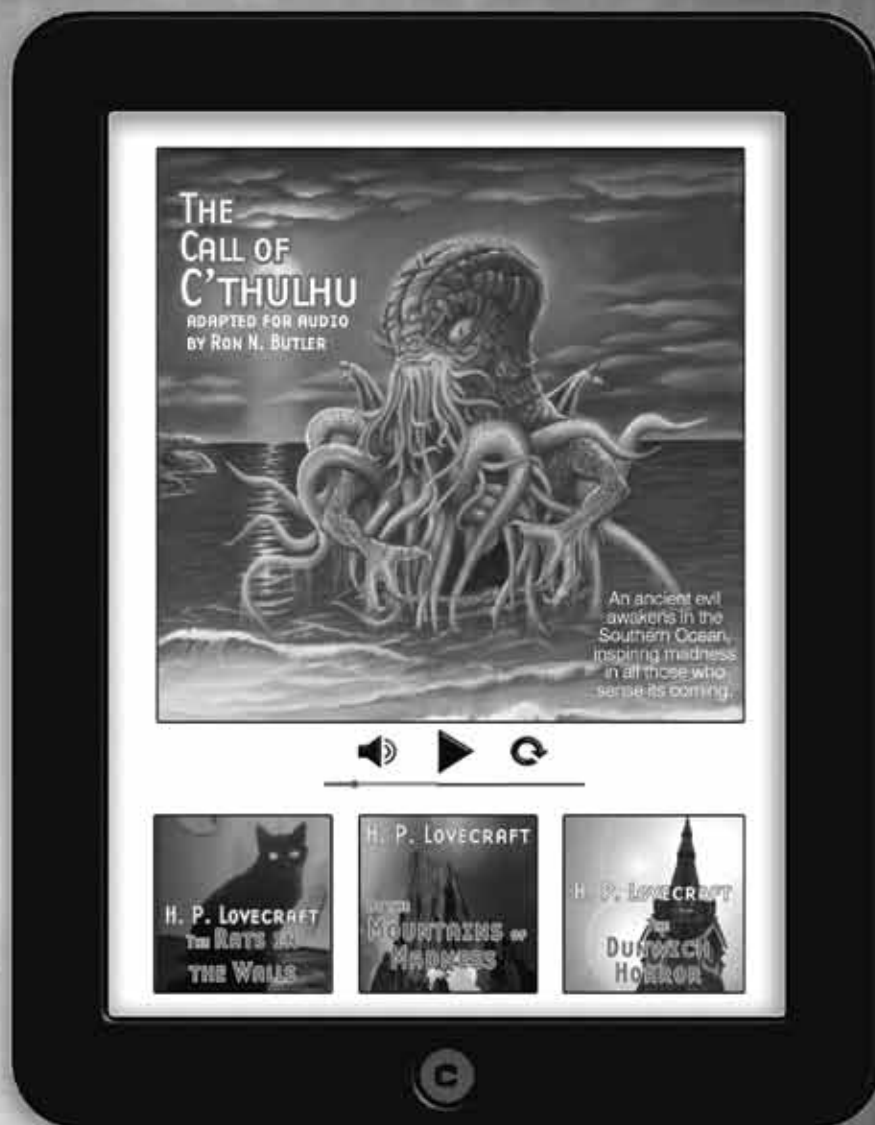
ATLANTA RADIO THEATRE COMPANY



Producing
quality audio
drama for over
30 years

AVAILABLE FOR
PURCHASE
ONLINE AT
WWW.ARTC.ORG

LISTEN FOR FREE AT
PODCAST.ARTC.ORG



Use promo code **ARISIA** for 10% off your total purchase
valid through March 1, 2016

THERE IS ADVENTURE IN SOUND!

 /artcradio  @artc  #artcradio



July 1-4, 2016 • DoubleTree by Hilton Portland

Writer Guest of Honor

**John
Scalzi**

Science Guest of Honor

**Bobak
"Mohawk Guy"
Ferdowsi**

Artist Guest of Honor

**Theresa
Mather**

Fan Guest of Honor

**David
Levine**

Filk Guest of Honor

**Alexander
Adams**

Special Guest

**Charles
Stross**



**Panels • Concerts • Author Readings • Vendors • Art Show • Dances • Gaming
Writer's Workshop • Children's Activities • Power Station/Tesla Coil
Steampunk Programming & Entertainment • Academia Duellatoria**

In 2016, the longest-running general science fiction/fantasy conference in western North America and Portland's annual steampunk arts & music festival will combine for one spectacular weekend. One pass, two cons. Purchase your event membership passes today!

www.Westercon69.org

facebook.com/Westercon69 • [twitter.com/@Westercon69](https://twitter.com/Westercon69)



READERCON 27



Guest of Honour
Catherynne M. Valente



Guest of Honour
Tim Powers



Memorial Guest of Honour
Diana Wynne Jones

July 7th-10th - Quincy, MA - www.readercon.org - See you in 2016!

STOCK PROVIDED BY GRINMIR-STOCK.DEVIANTART.COM
PHOTOGRAPHER: MARIE LUDWIG

flyer design: Madeline L.

John Scalzi

Author Guest of Honor

Appreciation by Jim C. Hines

JOHN MICHAEL SCALZI II once taped bacon to a cat and spontaneously created the internet. He also writes books.

Some of you might be familiar with his online presence at *Whatever*, one of the most popular and longest-running blogs out there. It's possible John has gotten a little too comfortable online, as a quick internet search will turn up some fascinating pictures of John Scalzi in:

- A regency dress
- Buttercream frosting
- Christmas lights and a midriff-revealing top
- A luxurious blonde wig

(Those last two might have been my fault...)

He's won a trio of Hugo awards: Best Fan Writer, Best Related Work, and most recently Best Novel for his book *Redshirts*. If he wins two more, he'll be able to combine the five rocket trophies into a giant silver mech.

His *Old Man's War* series was optioned both for film and then for television. (I'm holding out for the puppet show, myself.) *Lock-In* was his fourth book to appear on the *New York Times* bestseller list. He was a creative consultant on the show *Stargate Universe*, and wrote the story for the first-person shooter *Midnight Star*. Tor Books recently signed him to a 10-year, 13-book, \$3.4 million contract. Rumor has it he's already invested the money in the development churro-flavored Coke Zero.

Scalzi served as president of the Science Fiction/Fantasy Writers of America, better known as SFWA, where he passed a controversial new rule allowing one Nebula award trophy each year to be secretly filled with bees.

In his free time, he takes lots of pictures, plays ukulele, taunts the internet, spends time with his wife and daughter, and acts out romantic adventures with his Yoda and Wesley Crusher action figures.



Selected Bibliography

Old Man's War series

Old Man's War, 2005

The Ghost Brigades, 2006

The Last Colony, 2007

Zoe's Tale, 2008

The Human Division, 2013

The End of All Things, 2015

Agent to the Stars, 1999

The Android's Dream, 2006

Fuzzy Nation, 2011

Redshirts, 2012

Lock In, 2014

An Election

by John Scalzi

DAVID SAWYER WALKED into the kitchen of his townhouse and thrust his tablet at his husband James.

"I'm running for city council," he said.

James neither took the tablet nor looked up from his coffee and toast. "The elections were last month," he said. "And we already have a councilman. Please inform those responsible for maintaining your information bubble that they are falling down on the job."

"We had a councilman," David said. "Note the tense." He thrust the tablet at James again.

James took it, frowning. "Councilman Krugg is dead? When did that happen?"

"Last night," David said. "He's been molting and he went out before his new carapace stiffened up. Was talking on his phone and not paying attention and walked in front of a bus. They say the death was instant."

"And messy," James said, glancing at the picture accompanying the story.

"He should have stayed off the streets until his carapace grew in," David said.

"When you walk in front of a bus I don't think a full suit of chitin is going to help you much," James said. "As a general rule when it's a city bus versus any biological creature, it's safe to bet on the bus."

"The point is," David said, "Krugg's seat is now open." He leaned over and pointed at the news story on the tablet. "They're going to hold a special election in three weeks so the winner can serve the full term. And I'm going to run."

James glanced over. "You're going

to run? Isn't this one of those things where spouses have a discussion about the pros and cons?"

"We're discussing it now," David said.

"You bounding into the kitchen and saying 'I'm going to run,' while I'm eating breakfast doesn't actually constitute a discussion, you know," James said. "It's the opening scene of a situation comedy." He slurped his coffee.

"Do you object to me running?" David said.

"No—" James began.

"Well, then," David said.

"But I think we need to have an expectations management discussion," James finished. "Because, my love, you have no chance of winning."

"I don't think that's true at all," David said.

"No?" James said. "Tell me. Which city council district do we live in?"

"The third," David said.

"And what do we know about the demographics of the third district?" James asked.

"It's a human-minority district," David said. "I know—"

James held up his hand. "How long has it been since a human councilperson held the third district seat?"

"It's been a few election cycles," David admitted.

"A few?" James asked.

David threw up his hands. "Fine. It's been forty-four years," he said.

"And, since I know you'll know this, because it's the sort of political geek you are," James said, "how long has it been since a human even ran for the third district seat?"

"Thirty-six years," David said.

"So you weren't even alive the last

time it happened," James said.

"I'll be thirty-six in five weeks," David said.

"There's a relevant bit of information," James said, and slurped some more coffee.

"So you think I shouldn't run," David said, after a second.

"I think it's fine if you run," James said, setting down his mug. "You've been wanting to get elected to public office for as long as I've known you. God knows why, but you do. I just want you to go into this with the understanding that the term 'underdog,' probably overstates your chances. You're more like an 'under-amoeba.' And I need you to know this because you're intolerable when you lose."

"That's not true," David said.

"Student body treasurer race," James said.

"Oh, come on," David said. "Totally not fair. That was fifteen years ago. I was twenty."

"And you almost didn't make it to twenty-one, because I swear to God I was going to smother you with a pillow," James said. "You don't know how close your mopey ass came to death."

"That election was poorly run, anyway," David said. "I know some of the fraternities voted twice."

"Tell me you do hear the words that are coming out of your mouth right now," James said.

"All right, fine," David said, and held out his right hand. "I, David Sawyer, do solemnly swear not to be a pain in the ass if I lose this election."

"When I lose this election," James said.

"I could win, you know," David said.

"Say it," James said.

David sighed. "When I lose this election. There, I've said it."

"Thank you," James said, and reached for his coffee again.

"I could use a campaign manager," David said.

"Student body treasurer race," James said.

"You're never going to let me live that down, are you," David said.

"Not if we live to a hundred," James said, and finished his coffee.

"I'm here to file my candidacy for the third district council seat," David said, pushing the paperwork, the filing fee and the hundred required signatures at the city hall clerk.

The clerk blinked at least two of her eyes at this. "The third district," she said.

"That's right," David said, and smiled.

"You live there," she said. "You live there and actually look around at the people on the street who live there with you."

"I do," David said, and tapped the papers. "Everything's in order."

The clerk glanced down at the small pile David provided her, looked back up at David, and then did what David supposed was the equivalent of a shrug. "All right," she said, taking the papers. "We'll take a look at these today. If you don't hear from us by noon tomorrow, you can assume there are no issues and you can begin campaigning. There will be a candidate's debate here at City Hall in two weeks; if you haven't dropped out of the race by then you may participate. We'll mail you all the details. Do you have a campaign manager?"

David glanced back at James, who had accompanied him to the clerk's

office. The two of them were the only people in the office other than the clerk and another woman at a side desk, filling out a form. "I'm still putting together my team," he said, turning back to the clerk.

"Uh-huh," the clerk said. "Well, if you get one, let us know so we can forward the debate information to them, too."

"Has anyone else declared yet?" David asked. Behind him he heard the door of the office open.

"Three so far, plus you," the clerk said. "We'll probably get at least one more. Anything else, Mr. Sawyer?"

"No, I think that's it," David said.

"Then good luck," the clerk said.

"Thank you," David said. "Hey, you wouldn't happen to live in the third district, would you?"

The clerk rolled at least three of her eyes. "Oh, honey," she said. "Don't."

"Fair enough," David said, holding his hands up. He backed away from the clerk's station, stepping on something squishy as he did so. He turned around to see a large pink gelatinous mass, holding a briefcase. David was stepping on one of the gelatin's pseudopods.

"Whoops," David said, and moved his foot.

From the inside the gelatin at mass of bubbles formed, rising to the surface to make a series of pops and squeaks that sounded suspiciously like language.

"I'm sorry," David said. "I don't speak..." he almost said I don't speak bubble, but stopped himself in time.

"He's asking if he heard correctly that you are running for the third district seat," said the woman at the side desk.

"Oh!" David said. "Yes, I am. I'm David Sawyer." He held out his hand to the gelatin. "If you live in the third district I hope you'll consider me for your vote."

The gelatin did not take his hand and instead snapped out another series of bubbles. David looked over to the woman again. "Could I get you to translate again?" he asked.

The woman set down the pen she was using and walked over to David and the gelatin. "He's saying that he won't be voting for you because he's running against you." More bubbles. "He also says that you are foolish to consider running in the third when it's obvious you don't know much about the district."

"Hey, now," David said. "There are at least a dozen languages spoken in the third. Not knowing his doesn't mean I don't know the district."

"I think he's suggesting that you should know who he is," the woman said. By this time the gelatin had oozed around David and piled himself up at the clerk's desk. He opened his briefcase and got out his filing papers.

"Who is he?" David asked.

"That's Touie Touie," the woman said. "He's been Councilman Krugg's chief of staff for the last fifteen years."

"Who are you?" David asked.

"I'm Latasha Jenkins," she said. "I'm a grad student in xenorelations at the university." She pointed at Touie. "I'm here to apply for an internship in his office."

"He's not councilman yet," David said.



"In fact he is," Latasha said. "The mayor made him acting councilman today, pending the election. And he's the odds-on favorite in the election. He's already got the endorsement of the mayor and the three other council members. You should actually know this. I know this, and I'm just applying for an internship."

"I can do better than an internship," David said. "You say you know what's going on. Okay. I agree. So how about you becoming my campaign manager?"

"You don't have one?" Latasha said.

"I'm still putting together my team," David said. "It's a real grassroots effort."

"There's a euphemism for it," Latasha said. "You're aware that there hasn't been a human councilperson in the third for half a century, right?"

"Actually, it's only been forty four years," David said.

"Right," Latasha said. "You know, I think I'm going to go back and finish my internship application now. Nice to meet you." She turned to go but then Touie Touie had oozed back up to the two of them, and was popping off a new series of bubbles.

"I was just telling him how I was applying for an internship to your office," Latasha said, to Touie. This precipitated more bubbles.

"What's he saying?" David asked.

"Quiet," Latasha said and turned her attention back to Touie. After a bit she nodded. Touie oozed out the door.

"What was that about?" David asked.

"Okay, I'll be your campaign man-

ager," Latasha said.

"Wait," David said. "What? I thought you were applying for an internship."

"Mr. Touie said that he's putting the internship positions on hold until after the special election," Latasha said. "He said it wouldn't be fair for whoever won to be given interns selected by a different staff. So now I have some free time on my hands, and I still need to do some sort of community service for my masters' program. You're running in the third district, so it's possible you'll qualify."

"I can't really pay you," David said.

"Yeah, I got that vibe from you already," Latasha said. "Look, once I clear it with my program, just give me a document attesting to my community service and we'll be fine. Agreed?"

"Agreed," David said, and held out his hand. Latasha shook it, and then let out a whoof of air as David dragged her over to where James was sitting, reading a book.

"Look, James," he said. "Our new campaign manager."

James looked up from his book to Latasha. "I apologize in advance for the next three weeks," James said to her.

Latasha grinned. "You part of the campaign?" she asked.

"It's worse than that," James said. "I'm the husband."

"Oh, no," Latasha said.

"Stop it, both of you," David said, and then turned to Latasha. "So what should we do first?"

"The first thing we do is go back to the clerk and get as much voter information as we can," Latasha said. "Because I can tell we're going to need it."

"Okay, now, whose door is this?" Latasha asked.

"It's the door of Norsen Hurken,"

David said, impatiently. He was bundled up against the cold and was holding flyers and stickers in his hands.

"And she's a what?" Latasha asked.

"A Gherkin," David said.

"No," Latasha said. "A gherkin is a tiny pickle. She's a Hegurchin. These are two separate things."

"You know, it might be cold, but my frozen ears can still register sarcasm," David said.

"You hired me to be your campaign manager," Latasha reminded him. "Part of my job is to give you information which will help you make your case to voters. Part of your job is to actually listen to me. For example, when you talk to a Hegurchin—"

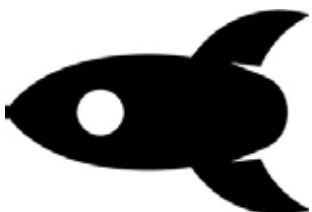
"I'm kind of freezing out here," David said. "I'd really like not to have to go over stuff we've already gone over in the warm, out here in the cold. Instead, I'd like to go talk to these voters so that I can get back to my house some time before frostbite sets in."

Latasha glanced over to James, standing slightly off to one side. He shrugged. "Okay," Latasha said. "Remember, the name here is Norsen Hurken. You can also call her Ms. Norsen. Go get 'em, killer." She thumped David on the back in encouragement as he walked toward the door.

"So, what critical piece of information is he missing about Hegurchins?" James asked, as David walked up the porch stairs.

"Wait for it," Latasha said.

From their vantage point, they watched as David rang the doorbell and a tall creature with an array of facial tentacles opened the door. There the low murmur of David's voice, followed by an undulating cry from the creature. The face tentacles extended straight out and then



wrapped around David's head, pulling him into an intimate embrace.

"Oh, nice," James said. Latasha smiled.

Two minutes later David stomped his way back to his campaign manager. "I was not informed there would be suckers," he said, accusingly.

"Well, you seemed to be in a hurry," Latasha said, mildly. "Wanting to get in out of the cold and all."

"I get it," David said. "Point taken."

"I think those suckers gave you a rash," James said, looking at David's face.

"Don't you start," David said, and then touched his face where the suckers had landed.

"Do you want me to tell you about the Svorszens?" Latasha said. "They're Cmuufs. They're next on the list."

"Do Cmuufs have suckers?" David asked.

"Not unless they've had some really interesting grafts," Latasha said.

The Svorszens were graft-free, and appeared delighted—inasmuch as their faces could register any sort of emotion at all—to meet David. "Finally, someone who might actually do something about the aliens," said Mrs. Svorszen.

"The aliens," David said, face carefully blank.

"Yes, the aliens," Mrs. Svorszen said. "They're ruining the neighborhood."

"What a mess," Mr. Svorszen said. "Their spawn run around everywhere."

"They make these noises like you wouldn't believe," Mrs. Svorszen said. "Keep us up half the night."

"Don't forget the smells," Mr. Svorszen said.

"Oh, God, the smells," Mrs. Svorszen said. "They say it's just their cooking. And I say to myself, I don't make you smell what I cook for

dinner. Close your damn windows."

"But this is what happens when you let anyone live anywhere," Mr. Svorszen said.

"I don't even think they're in the country legally," Mrs. Svorszen said.

"We complained to Councilman Krugg about it, but he said some nonsense about plurality and everyone making everyone else welcome," Mr. Svorszen said. "And I said, sure. But you have to draw the line somewhere."

"Exactly," Mrs. Svorszen said. "You start letting everyone in and then it's a slide into chaos. We've lived here in the third district all our lives and it's never been this bad."

"You have to have standards," Mr. Svorszen said.

"We're not bigots," Mrs. Svorszen said. "We just think they should go back to live with their own kind."

"In Canada," Mr. Svorszen said.

"Canada," David said, after a moment.

"Yes," Mrs. Svorszen said. "That's where they said they were from." She turned to her husband. "Calgary is in Canada still."

"Far as I know," Mr. Svorszen said.

"They have a whole country to let their spawn run around in, and to make noise in, and to cook horrible things in," Mrs. Svorszen said. "I don't see why they need to do it here. Tell us you'll work on this problem, and you've got our vote."

"I'll see what I can do," David said.

"Wonderful," Mr. Svorszen said. "We'll take a sticker."

"Wow, that jammed the cheap irony meter right into the red," James said, after the Svorszens had closed their door. After the incident at the Norsen house David had insisted James and Latasha be within tentacle range at all future stops.

"I can't believe I promised to investigate Canadians," David said. "I

didn't mean to say that. It just sort of came out."

"Welcome to politics," Latasha said, looking at her papers. "I would expect they're talking about the Andersens. They live two doors down."

"And to be fair, I do think I smell cabbage," James said.

"Should we go back to your house for some torches?" Latasha asked.

"Can we just keep moving, please?" David asked, plaintively.

At the next house, a small and mousy Blidden named Fuin Suh answered the door.

"Hello," David said. "I'm David Sawyer, and I'm running for the third district council seat. Can I talk to you about my platform?"

"Oh, yes, please," said Fuin. "And I will also talk to you. About your soul. And how it is forfeit to the spears of the Penetrating Gods."

"I'm sorry," David said. "I'm not a follower of your religion."

"That's the best part!" Fuin said. "You don't have to be! You'll still be impaled! Isn't it wonderful. Come in, come in." Fuin looked past David to James and Latasha. "You don't mind if I borrow this nice young man for a few moments, do you?"

"Will we get him back unimpaled?" James asked.

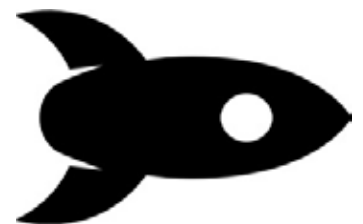
"At this time, yes," Fuin said.

"Then by all means," James said.

"I couldn't possibly come in without my friends," David said.

"Don't be silly," Latasha said. "This is a special moment for you and a constituent. We'll just wait here on the porch. You have fun now."

I hate you both, David mouthed silently as Fuin took his hand and



pulled him into the house.

"This is a lot more fun than I was expecting," James said, to Latasha, as the door closed.

"Well, the local news just did a poll," Latasha said, walking up to David, who was descending from the city hall stage where the evening's debate would be held. The hall was beginning to fill up voters, press and political lackeys.

"Tell me I'm not in last place," David said. He sounded tired, because he was. Two weeks of walking the district for votes had worn him out.

"You are in fact not in last place," Latasha said. "Of the five candidates for the third district council seat, you are fourth. You are two tenths of a percentage point ahead of Nukka Farn Mu."

"Remind me which one he is again," David said.

"He's the one whose entire platform is that we should be allowed to eat our neighbors' pets," Latasha said.

David rubbed his forehead. "So after two weeks I'm just barely ahead of the pet-eater," he said.

"Yes," Latasha said. "Although in the interests of complete honesty I have to tell you that the poll has a three percent margin of error."

"So it's possible I could actually be two point eight percentage points behind him," David said.

"Well, no," Latasha said. "You've only got one point six percent of the

vote."

"How the hell did he get the hundred signatures to get on the ballot, anyway?" David asked.

"How did you?" Latasha asked.

"I gave away cookies in front of the supermarket," David said.

"Maybe he did the same thing," Latasha said. "Just with cat jerky."

"There's something wrong with you," David said, to Latasha.

"Look," Latasha said, nodding toward the door. "Here comes Touie Touie." The two of them watched as the interim councilman slugged his way toward the stage, followed by an entourage.

"Dare I ask what his poll numbers are?" David said.

"Ninety percent," Latasha said. "Although remember they could in reality be as low as eighty-seven percent."

"I think I need a nap," David said.

"No time," Latasha said. "The other thing I need to tell you is that I now have the notes for the debate. The moderator is going to introduce you all and each of you is going to have a minute for your opening statements, followed by questions from the moderator, for which you will again each have one minute. For the introductory statement, they'll be going from right to left on stage, which means you'll be going fourth."

"Are we going by poll rankings?" David asked, bitterly.

"No, they're putting you between the two Lideh candidates," Latasha said. "They're sisters, and apparently they hate each others' guts. I think they're hoping that by putting you between them you'll keep them from having a brawl on the stage."

"Any idea why they hate each other?" David asked.

"Sibling rivalry needs a reason?" Latasha said. "Don't you have any brothers or sisters?"

"No," David said.

"When I was twelve, I cut the brakes on my sister's bike on her birthday," Latasha said. "And she deserved it."

"I'm not sure I need to know this," David said.

"The irony was that our parents got her a new bike for her birthday and gave me her old bike as a hand-me-down," Latasha said. "And then they wanted to go for a family ride together. I plowed right into a parked car as I came down off a hill. Broke my arm in three places. Trini laughed her ass off at that."

"Latasha," David said.

"I got her back, though," Latasha said. "Believe that."

"I think I want you to resign," David said. "You're beginning to make me nervous."

"Don't be silly, that was years ago," Latasha said. "My point was that even they probably don't know why they hate each other. They just do. So you get to be the heat sink between them. It'll be fine. Now, you remember what you're not going to talk about in your introductory statement?"

"I won't talk about being a human in the race," David said.

"And you're not going to talk about it because?" Latasha asked.

"It's not relevant to being able to represent the people of the third district and to bring them the services and care they deserve and should expect. And so on," David said.

"Very good," Latasha said.

"Your sister is dead now, isn't she?" David asked.

"It looks like they're trying to get all the candidates together," Latasha said. "Good luck up there. James and I will see you after."

Twenty minutes later the candidates were standing behind their podiums and the moderator, a local



newscaster, prompted them to begin their opening statements.

Touie Touie went first. “To begin, the most recent census of the third district tells me that almost a hundred different languages and dialects are spoken here,” he said, bubbles forming a pure, unaccented brand of English which made David think back to their first meeting and become annoyed. “I’m not sure I can say hello in all of those, but let me try.” Touie’s internal structure went momentarily opaque as a spray of tiny bubbles formed. When they surfaced, each formed a greeting in a separate tongue.

The audience was charmed and amazed, and broke into applause.

Show off, David thought to himself, as Touie finished with the rest of his opening statement.

Nukka Farn Mu went next.

“People of the third district, I will not lie to you,” Nukka Farn Mu said to the audience, baring his sharp, cruel teeth as he did so. “Your pets are delicious to me. I have tasted them. Oh, yes, I have. I resent the local, state and federal laws that do not allow me to prey upon them as I will—or would allow you to do the same to my pets, if I had them, which I do not, because I would have eaten them by now. In the land of my forefathers, the idea that animals as delicious as pets would be kept as companions would be met with derision. I wish to bring that wisdom to this, our common land. If you elect me, I will do everything in my power to make this mighty dream a reality. All other considerations bow before this sacred task. I look forward to the day when we all—every race, every people—feast together on these delicious animals known as pets. Thank you.”

The applause this time was sparse and highly scattered.

The first of the two Lideh candidates, named Ersi snaErvi, spoke next.

“People of the third district, if you elect me, I will do my best to be responsive to your needs, and to be a good and dedicated public servant,” she said. “But even if you do not elect me, I implore you from the bottom of my heart not to elect my sister, Resi snaErvi. She is evil of the sort you have not known before. And worse than evil, she is incompetent! To elect her would be to cut your wrists and jump into a tank filled with sharks, and only as your entrails were shredded and your life snatched from you would you recognize the folly of your action. Please, I beg of you: Vote for anyone other than my sister, the unspeakable Resi snaErvi. Thank you.”

David prepared to make his statement.

“This is outrageous,” said Resi snaErvi. “I realize it is not yet my time to speak, but I cannot let this slander go unanswered a moment longer.”

“Do you see, people of the third district?” cried Ersi snaErvi. “Already she breaks the rules. Already she trods upon the rights of others!” She looked at David and held out a twiglike appendage. “Human, I apologize to you on behalf of my inconsiderate and terrible sister.”

“Uh,” David said.

“No, human, it is I who must apologize for my sister,” Resi snaErvi said. “The filth of her lies already infects your ears, and only the soothing balm of truth will ease the burning.”

“I just have a few notes here,” David said, pointing to his cue cards.

“And here is the truth!” Resi snaErvi said. “My sister is unwell. She has been unwell for years. And more than unwell, she is jealous! Of me! Her own sister. For many years I

have tried to ignore it and to love her—”

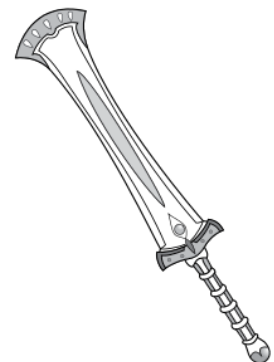
“Love me!” Ersi snaErvi spat. “You mean, love my intended gene-bond, whom you tricked into mating with you, you pustule of filth!”

“—but as you can see her irrationality precludes such a possibility,” Resi snaErvi continued. “Why, do you know the only reason she announced as a candidate was to run against me? She has no platform. She is as ignorant as a bug.”

“Please,” David said. “Let me just—” His next words were muffled as a large jet of oily brown effluvia ejected from the body of Ersi snaErvi and smacked him on the side of the face, on the way to splash Resi snaErvi across her abdomen. Resi snaErvi screeched an unholy screech and shot out her own gout of effluvia, coating the other side of David’s face while the majority of the spray shot across to stage to drench her sister. The two Lideh then lunged toward each other, making David the confused and disoriented filling of a scratching and clawing sandwich of hate.

From the audience came sounds of both terror and delight. David had just enough time to register both, and another jet of effluvia smacking against him, before losing consciousness.

“The video is up to four million hits,” James said, pointing to the screen, where David was once again



being spritzed by Lideh bodily fluids. "And it's not even been a full day yet."

"Wonderful," David said, from a supine position on the couch. His tablet buzzed; it was a reporter from the New York Times. David groaned and turned off the tablet.

"When you add that to the news networks, I don't think there's anyone on the planet who hasn't seen the video by now," James said. "In a way you're part of the biggest political story in the world."

"The part that gets his ass kicked for standing in the wrong place," David said.

"It's true you're the comedy relief in this scenario," James said.

"It's not what I ran for office to be," David said.

"At least it's not about anything you did," James said, and nodded back to the video. "Look at those two. They made complete asses of themselves in front of an entire planet. And now they're in jail and they've both withdrawn from the race. Overall, this video is good for you. If nothing else you look reasonable by comparison."

"So you're saying I'll ride to victory on the pity vote," David said.

"I don't know about victory," James said. "But you could ride it to second place, which is a lot better than I would have expected yesterday."

"Thank you for your inspiring words," David said. He took the pillow behind his back and used it to smother his face.

"Remember I'll still love you even

when you lose," James said. "That is, as long as you remember not to be an insufferable twit about it."

David's reply was muffled into the pillow.

The door opened and Latasha burst through. "Guys," she said. "Local news. Turn it on now."

"What's going on?" James asked.

Latasha grabbed the remote and tuned it to the local news channel. "You're not going to believe this," she said. James got her attention and directed it to David, who still had the pillow over his face. She snatched the pillow off David's head and then smacked him with it. "Pay attention," she said, and pointed to the monitor. On it was a video of Touie Touie, at a podium.

"What's he doing?" David asked.

"He's quitting the race," Latasha said.

"Bullshit," David said.

Latasha shook her head. "Not bullshit. Local news found evidence that he's been running a graft scheme. He's been asexually budding and having the younger versions of himself bid for city contracts. Then he was bribing his dearly-departed boss to lobby the other council members and the mayor to vote his way. The moderator was going to drop the bombshell on him at last night's debate, but then your thing happened. So they just broke it a couple of hours ago, and this is his reaction." She turned up the volume.

"...And so it becomes necessary for me to step down from the council race in order to devote my full attention to fighting these baseless and outrageous accusations against myself and my bud-clones," Touie was saying. "I'm certain we will all be vindicated, and when we are you can bet I'll be back to fight for the citizens of the third district—" Latasha muted the sound.

"Holy shit," James said, after a long minute. "You know what this means."

"Hold that thought," Latasha said, and reached into her purse. She took out a piece of paper and a pen, and handed both to David. "Sign this, please," she said.

David took the paper. "What is it?"

"It's you telling my Masters' program that I've fulfilled all my community service requirements, so they can give me my credits," Latasha said.

David signed the paper and gave it back to Latasha. "Thank you," she said, and then turned back to James. "You were about to say that it means that David will actually win the election. But I don't think that's what's going to happen."

"Wait, what?" David said. "You think I'm going to lose to Nukka Farn Mu? The guy who wants to eat pets?"

"It's a very strong possibility," Latasha said.

"The guy whose only campaign position is to eat pets," David said.

"Yes," Latasha said.

"Pet smorgasbord man," David said.

Latasha sighed. "Look, David," she said. "I have friends in other city hall offices. In other city council offices. And they're telling me that the mayor and the other council members are very seriously considering endorsing Nukka Farn Mu. The superficial reason is that the third district is the only district in the city in which a non-human is likely to win a seat on the council, and it looks good for the city to have that."

"But all he wants to do is eat pets," David said. "I know I sound like I'm unusually focused on this point, but I do think it's relevant."

"And that's the real reason they want him on the council," Latasha



said. "The rest of the council doesn't actually care about interspecies diversity, David. Don't be naïve. They want someone on the city council they can use. Let's say the mayor and the rest of the council go to Nukka Farn Mu and say, we will pass a resolution funding a feasibility study on the subject of pet consumption, and all you have to do is promise your thumbs-up on certain key votes. Nukka Farn Mu is happy because he'll get what he wants, and the city council is happy because they get what they want. Then four years from now, when Touie Touie's beaten the rap, he'll take over the third district seat, and everything's back to normal. The only one who loses in this scenario is you."

"And the pets," James said.

Latasha glanced at him briefly then turned her attention back to David. "My point is that the fix is already in. Before, when Touie was running, there wasn't anything anyone could have done about it. But now there's actually a chance to have someone in the office who isn't completely corrupt. That's you, David. You have a chance to do some good. It's just a matter of getting you in there." She reached into her purse and brought out a folded piece of paper.

"I already signed that," David said.

"It's a different paper, you moron," Latasha said. "Really. After all the nice things I just said about you. Take it and read it."

David took it and read it. "This says you're resigning as my campaign manager," he said.

"I am," Latasha said. "David, when I became your campaign manager it wasn't because I actually wanted to be your campaign manager. It was because Touie Touie told me that if I became your campaign manager, after everything was done he'd give me an internship in his office. He said

he didn't think he'd have any serious competition for the seat, but that if he did, having you in there to peel off the human vote would probably work in his favor. So he wanted to be sure you ran a halfway credible campaign."

"You just said he was a crook," David said. "Why would you want to work for him?"

"He was a crook who couldn't lose," Latasha said. "And I thought I needed that internship. But it turns out running your campaign satisfies my program requirements just fine. And I have deep philosophical problems with Nukka Farn Mu, not in the least because I have two cats."

"That's a very interesting moral compass you have there," James said.

"I'm not going to argue that point," Latasha said. "And now you know why I had David sign my program requirement letter first. On the other hand, that moral compass of mine is about to give you a boost." She nodded to the resignation letter. "Everything I just told you is in that letter, and I also talk about why the mayor and the council are planning to endorse Nukka Farn Mu. They'll deny it, of course, but it will be enough to keep them from publicly endorsing him. Which is enough to keep you in the race through this next Tuesday."

"What if I refuse to make this resignation letter public?" David said. "Maybe I want to see if I can win on my own. I'd like to think I can beat a pet-eater."

Latasha looked over at James. "Hey, don't look at me for help," James said, to her. "I love the guy for his clueless gumption."

Latasha smiled at this. "That's an admirable thought, David, and I appreciate your faith in yourself. But, yeah, you'd get slaughtered," she said. "So I went ahead and took the precaution of mailing copies of that res-

ignation letter to local and national news. Thanks to your adventure last night, this race is big news, and this will keep it in the spotlight a little bit longer. That'll be good for you. And I'll spin it so it's good for me, too." She glanced over to David's blank tablet. "So I'd turn that on soon, if I were you."

"I don't know what to say to you right now," David said, to Latasha.

"I understand," she said. "If you figure out what to say later, let me know. But either way, you're welcome. And good luck, David." She left the house.

After several minutes of silence David reached over and turned on the tablet. It started buzzing immediately.

"I just want to tell you good luck again," Fuin Suh said, to David, at the election night party at his house. "After you came to speak to me, I went and told all the parishioners at The Church of the Penetrating Gods. We all voted for you."

"How lovely," James said, standing next to David, who was too tense to be pleasant. "And how many parishioners might that be?"

"About a hundred," Fuin said. "It's all very exciting!"

"Isn't it, though," James said, and shook Fuin's hand. "Thanks again for coming to the party. Please, enjoy yourself. And try the fruit skewers. I think you'll like them."

"Oooh, fruit skewers," Fuin said, and wandered off.



"Your election party will go off better if you actually speak to people," James said, to David. "It's just a suggestion."

"If I talk too much I think I might throw up," David said.

"Oh, relax," James said. "You're not going to throw up."

"Student body treasurer race," David said, tightly.

"Okay, point," James said, and maneuvered his husband to the sofa. "Here, you sit. I will get you a drink. Maybe two. Maybe five."

"Great," David said. "Nothing like being tense and drunk at the same time."

"The first results are in!" Someone said, near the monitor.

"Make it a dozen," David called to James.

At eight o'clock Nukka Farn Mu led David by eight hundred votes.

At nine o'clock Nukka Farn Mu had pulled away to 1,100 votes up.

"I'm going to go hide the cat," James said.

"We don't have a cat," David said.

"Good God, Nukka Farn Mu's reign of terror has already begun," James exclaimed.

"You're not helping," David said.

At ten o'clock Nukka Farn Mu's lead had dropped to five hundred votes.

At eleven o'clock it was down to two hundred.

At midnight David was up by three.

At one o'clock, with all the votes counted, David had won by 105.

"I told you we all voted for you!" Fuin Suh said, around her tenth fruit skewer, as the balloons finally fell.

"So you did," James said. "Bless you." Fuin smiled and hopped off to celebrate with her friends.

"I don't believe it," David said. "It actually happened. I actually pulled it off."

"You sure did," James said.

"Now what do I do?" David said. His tablet buzzed; the incoming call was from Nukka Farn Mu.

"Start by taking that concession call," James said. "Then give an acceptance speech. Then tell everyone to get out of the house because it's late. Figure the rest out later." He gave his hubby a peck on the cheek and then wandered into the crowd to mingle.

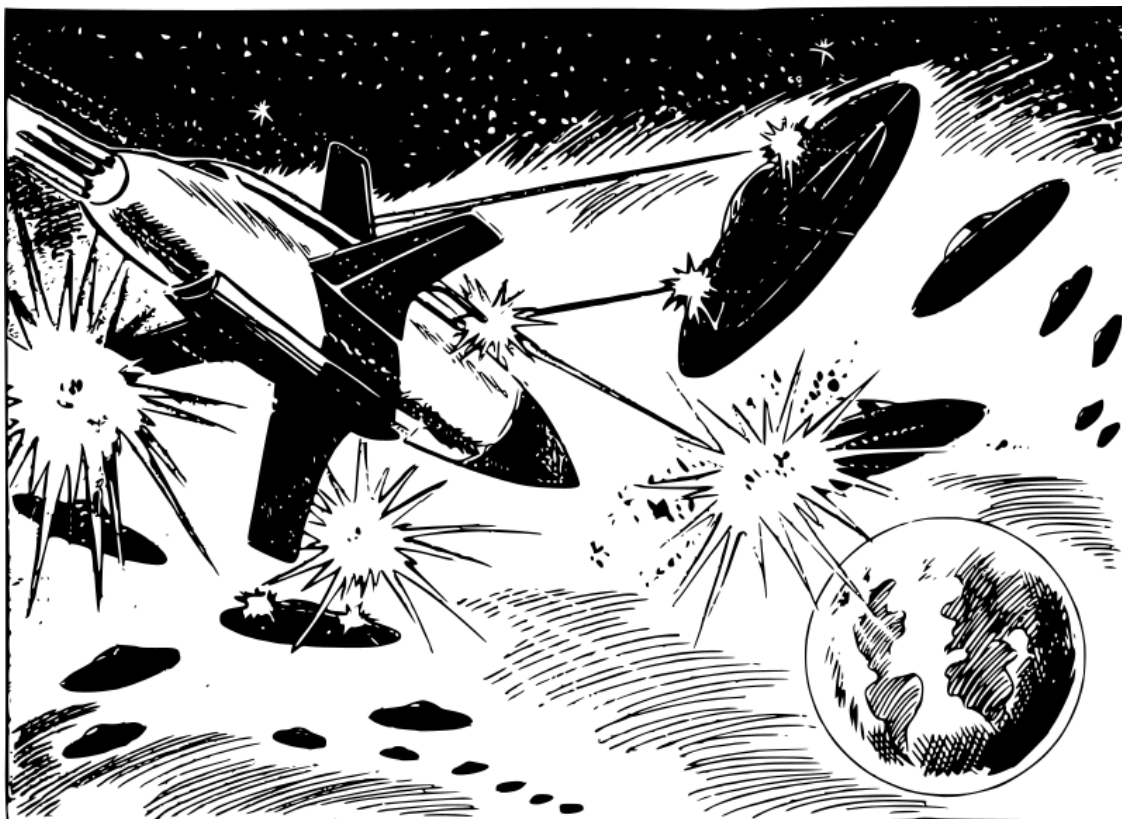
David wondered just a moment at everything that happened over the last three weeks, shook his head in disbelief, and took the call from Nukka Farn Mu. "Hello, this is David Sawyer," he said.

"You may think this is over, but it's not," growled Nukka Farn Mu. "I demand a recount."

David smiled at this. This is going to be a whole new kind of fun, he thought. I think I'll like it.

"Bring it, pet snacker," David said, and hung up.

—
*Originally appeared on whatever.
scalzi.com on November 1, 2010.
Used with permission.*



A Garen Daly Presentation

41st Boston Science Fiction Film Festival & Marathon

(Oldest Genre Fest in the Country)

February 5 - 15, 2016

#BostonSciFi



Somerville Theatre

Davis Square on the RED Line

100 Films • 11 Days • 1 Festival

THE FESTIVAL

Premiere Dreams Rewired

Premiere Phoenix Incident

Best of Warner Archive

Silent w/ live music

Master Classes w directors

SciFright Night

SciFi Kids and more!

THE MARATHON

The Original Extreme

Binge Viewing

with 750+ friends.

Noon to Noon 2/14-15

13 films! 24 hours!

Cartoons! Trailers!

Games! Surprises!

www.BostonSciFi.com

Pablo Miguel Alberto Vasquez III

Fan Guest of Honor

Appreciation by Mark Oshiro



IT'S FITTING THAT my first major SF/F convention was also the first time I crossed paths with Pablo Miguel Alberto Vasquez III. I was mortified walking into the Henry B. Gonzalez Convention Center for a few reasons, and the newness of the experience was part of that. But as Pablo will easily tell, it can be a daunting experience entering a new community when you look like we do or you love as we do. I think we were lucky, then, to end up in a place where we both met not only each other, but a whole host of people who we can say are integral parts of our lives.

Our friendship blossomed from there, and I've lost track of how many conventions I've been to where I've gotten to rush down a hallway and give Pablo a hug. It's nice seeing a familiar face, sure, but Pablo's charisma, humor, and willingness to talk about literally anything makes him a joy to be around. He was there for my first WorldCon. He was there for my first visit to a Whataburger, where he goaded me into trying multiple menu items in a single sitting. (He has since supported every single effort I've ever made concerning that beautiful, beautiful

fast food chain.) And he's been at numerous of my readings, convention appearances, panels... you name it, and he's found a way to support me.

This last summer, I got the chance to road trip with him while I was on tour. I was heading down to San Antonio, and he offered to drive myself and my partner down there from Austin. The ride itself was so memorable to me because it typified Pablo's personality and style. We spoke candidly of music, underground hip-hop specifically, and we talked of politics and sexuality and science fiction. We jumped from topic to topic frequently, and sometimes, we'd look out at the landscape that rushed by us as we headed south.

He gave up an entire day just to do this for me. We ended up going out to a few gay bars in San Antonio (which were surprisingly good for a Tuesday night), he dropped my partner and me off, and he still drove over an hour to get back home.

I was thrilled, then, that I got to help him publish his first paid piece in last year's special issue of *LIGHTSPEED* magazine, *Queers Destroy Science Fiction!* His personality and style is direct, and I wanted a voice in my nonfiction selection that spoke straightforward about what the science fiction community needed. I believe that's why Pablo matters to this community. For all his kindness and charm, he's also honest about the state of this community, and we need that. The two of us are often brutal with one another (ask us about Kayak), but that comes from a place of respect and adoration. I think you can see this same dynamic in the way that Pablo operates as a fan and a creator, and it's why I'm so thrilled he's being recognized for it at Arisia.

Venetia Charles

Arisia 2016 Muse of Whimsy

VENETIA CHARLES IS a professional assistant and connections facilitator, joyfully linking skilled professionals for creative collaboration. But it wasn't always this way.... She was born into C.U.T. - an Apocalyptic cult in Paradise Valley, Montana, and she survived her first Apocalypse before the age of 3. She escaped her predestined role as a Warrior of Light™ at the age of 16 through higher education and transference of adoration of a charismatic leader to musician Amanda Palmer. (Thanks Amanda!)

At 21, she earned her Master's degree in Folklore and Apocalyptic Religions. She tried teaching at the college level, but learned that she was much better suited to managing one person (no matter how complex and subtle) than seventy-five at a time. Instead of moving to Kazakhstan or earning another degree, she became the Assistant to author Patrick Rothfuss where she shepherded best-selling *The Wise Man's Fear* through to completion and helped establish Worldbuilders - a charity that uses the collective power of readers, authors, and book lovers to make the world a better place.

She now lives in Portland, Oregon and professionally Muses for award-winning illustrator and designer Lee Moyer. A Muse's work is complex and interdisciplinary - researching, modeling, building spreadsheets, editing, writing contracts, accounting, gardening and culinary inventing - Why level up only one adult skill at a time?

Her researches have led her to such far-flung places as Hobbiton, Budapest, Reykjavik, Prague, Oslo, Venice, Cinque Terre, and the Great Barrier Reef. She takes great pleasure in the act of living and being human!



Johnna Y. Klukas

Artist Guest of Honor

Appreciation by Brenda Scarpino and Jameson Clewes

[Host]

HELLO AND WELCOME to the January 15, 2036 edition of “Humble Beginnings,” I’m your host Brenda Scarpino...

[Co-Host]

And I’m your Co-Host Jameson Clewes. You’re in for a real treat, as the subject of tonight’s show has had a long and storied career as a true “Renaissance Woman.” First and foremost you may know her as Secretary General of the UN, or as the best selling author of such classics as *The Skew is Mightier than the Sword* or *Turning the World Around: A Treatise on How the Discipline of Wood Turning Can and Did Solve All of the World’s Problems*.

[Host]

But let’s not forget her impact on the music industry, such as her triple platinum breakout album, *Ode to Nimoy*, where she covers such classics as, “A Visit to a Sad Planet,” and “The Ballad of Bilbo Baggins.”

[Co-Host]

Of course! I still get goosebumps every time I hear her “Bilbo.” Nimoy would be so proud. And who could forget her Grammy Award winning collaboration with Stewart Copeland, “When Johnna Bangs People Listen.” An avid percussionist since her youth, she really “hit” that one out of the park.

[Host]

And apparently Phil Collins will never forgive her for “beating” him out of that Grammy. And speaking of rock, we all have Ms. Klukas to thank for parleying a lifetime interest and study of geology into the discovery of Bel-fioreian Harmonics and the harnessing of the power of tectonic plates to provide an endless supply of cheap and clean energy.

[Co-Host]

Yes, I think of her every time I don’t go to the pumps.

[Host]

And so as we begin our retrospective of Johnna Klukas’ life, let’s not forget the significance of tonight’s date. It was exactly 20 years ago today when she began the transition from renowned artist, woodturner, and in her own words, “Maker of Stuff” to the global leader and inspiration to billions she is today.

[Co-Host]

The date was January 15, 2016, the place, Boston Massachusetts when Johnna...



[Host]
That's Ms. Klukas to you.

[Co-Host]
...Ms. Klukas, was chosen Artist Guest of Honor at the world famous Arisia Science Fiction Convention, or as it is known today, the Arisia World Peace Initiative and Science Fiction Convention.

[Host]
And would you believe back then it only ran for a single weekend, instead of the 24 x 7 x 365 it runs today!

[Co-Host]
So on with Ms. Klukas' origin story. It all began back in the last century where she was born in the area formerly known as Eastern Massachusetts. She lived her formative years as most do, attending school, chasing fireflies, thinking deep thoughts and defending her family from Grizzly Bears with her bare hands...

[Host]
Well I'm not so sure about that last one....

[Co-Host]
It's true! Or if it isn't, it should be! After graduating High School, the hallowed halls of the University of Massachusetts at Amherst awaited where she began her deep and dark journey into the bowels of Science. A journey that shaped and informed the icon we know today. Her thirst, not yet quenched with the completion of a Bachelor's of Science in Computer Science, was finally slaked when honored with a Masters of Science in Electrical and Computer Engineering.

An intellect such as hers could not go unnoticed and so she was snapped up by the Company-Who-Must-Not-Be-Named in the Defense industry and set to work slaving away in the dungeons of High Tech writing encryption routines for You-Know-Who and in general keeping us all safe and sound and sleeping peacefully in our beds at night. After 10 years of servitude, she channeled her inner Elf and escaped to the forests of Massachusetts and later Maine to become one with the wood. She speaks little of those pre-sylvan days...

[Host]
Mostly due to a binding non-disclosure clause.

[Co-Host]
...But is know to have left with a deep-seated fear of kale. When pressed she will only say, "If you only knew the power of the dark side of kale..."

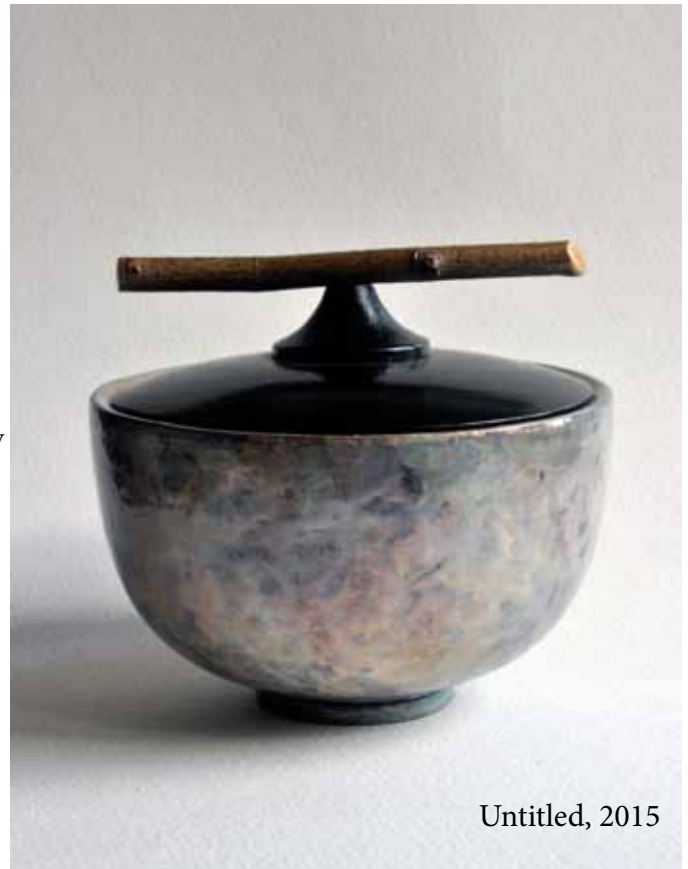
Moving on.

Oh, and did you know, it was Johnn...er, I mean Ms. Klukas' love of Welsh Terriers which led to the breed becoming the National Pet.

[Host]
Yes, as the story goes, it was after her creation of the sonic screwdriver that President Willard S. Preston, Esquire inquired how the country could repay her. She replied simply, "Just honor my closest companions and the greatest breed of dog ever." So he decreed Welsh Terriers the national pet.

[Co-Host]
Should have been the Pug.

[Host]
Yes, well...It's also interesting to note President Preston always referred to her as "Doctor" even though she had yet to earn any of her several PhD's. I've never understood why he would do so.



Untitled, 2015



Untitled, 2015

[Co-Host]

Well, perhaps he was a time traveler and had seen the future.

[Host]

Well, that's just silly.

So now as one looks back in hindsight one can easily see the path from humble artisan beginnings to the convergence on January 15th, 2016. In fact, if you had asked Ms. Klukas back then about her work, she would have said, "I'm a Box-Maker". However that label was so completely inadequate to describe her work that she often had to tell people "yes, it's a box."

[Co-Host]

Except for the pieces that weren't boxes, right?

[Host]

Well that goes without saying.

[Co-Host]

Wasn't it around that time when she formulated her famous maxim "The world would benefit from more drive thru piña colada stands?"

[Host]

Right! I had almost forgotten that she is also responsible for their ubiquity!

[Co-Host]

Had to do something with all those gas stations we no longer needed.

[Host]

So while she had been working in relative obscurity for a number of years, the honors begin to mount in the year 2000...

[Co-Host]
Oooo, Millennium action.

[Host]
We're not having this debate again, but learn your Gregorian calendar.

So it all starts at Chicon in 2000 as the accolades begin to flow in. She is commissioned to produce the Chicon Hugo Award bases...

[Co-Host]
Oooo...those were the ones with the silver rocketship on a wood platform with an inlay of more rockets, right? One of my favorites! I still have Revell kit of that one I made as a kid on my mantel.

[Host]
...And it was at that same convention where she was awarded her first Chesley Award for the piece entitled *From the Astrologer's Anteroom*.

The following year—yes the real Millennium – she is again commissioned to produce the Hugo Award bases for Millennium Philcon and receives a nomination for another Chesley award for *Bookstand*.

She wins another Chesley award in 2002 for *Hall of the Mountain King* and is nominated in 2004 for *The Colony Ship Oengus Oc* in 2004 and in 2006 for *Remembering the Future*. She was Artist GOH at Lunacon in 2008 and continued to hone her craft as a woodworker and woodturner until that fateful night at Arisia, and as they say the rest is history.

[Co-Host]
And next, we delve into Ms. Klukas' more recent accomplishments, from architect for world peace to her new wing at MOMA.

But first, it's time for a word from our sponsor, Goibniu Brew's, maker of the Klukas line of Immortally Hard Ciders....

Invader, 2012



Water's Edge, 2015



Take Me To Your Leader, 2011

Fable, 2011





Above: full view, *Dragonscale Chalice*, 2015
Opposite: detail, *Dragonscale Chalice*, 2015





Natural Edge, Unnatural Vessel, 2015



ATTENTION SOMERVILLE ARTISTS

Artists who live in Somerville
and/or maintain a studio
in Somerville.

IMPORTANT DATES and DEADLINES

REGISTRATION

December 15, 2015 -
January 31, 2016

FINANCIAL AID

Inquire on line

OPEN STUDIOS

April 30 - May 1, 2016

SOS 2016 REGISTRATION IS NOW OPEN!

somervilleopenstudios.org/join

If you have any registration questions or
need help registering on-line,
please contact

membership@somervilleopenstudios.org

Community space is available for artists
who live in Somerville, but are unable to
show out of their home. This space is
allocated on a first-served basis, but a
small number of spots are reserved for
artists who are new to the community.

Please contact:

communityspace@somervilleopenstudios.org

www.somervilleopenstudios.org

Art Show Participants

Abrihette
Dawn and Oliver Albright
Ashley Almeida
Olga Andreyeva
Julia Austein
Keith Barkhau
E. J. Barnes
Alan F. Beck
Bishonen Judge
Marie Byrne
Kristina Carroll
Victoria Chapman
Peri Charlifu
Rachel Chasteen
Alan M. Clark
Sarah Clemens
LJ Cohen
Daniel Cortopassi
Dene V. Crystal
Laurel Cunningham-Hill
Cyd
Charlene Taylor D'Alessio
Bob Eggleton
Wendy Ellertson
Eve
Sara Felix
Meg Frank

Emily Garfield
Mike Greenberg
Liana Hertel
Lisa Hertel
All*n Holt
Jennifer Husmo
Jeliza
Catelyn Johnson
Ryan Klemek
Johnna Klukas
LARP Adventure Program
Scott Lefton
Talia Lefton
Lemaris Designs
Justin Lewis
Julia Burns Liberman
Lubov
Mantis
Max Martelli
Theresa Mather
Mike Maung
Sally Mayer
Veronica McNulty
Christine Mitzuk
Heather M Morris

Sarah "Tashari" Morrison
Lee Moyer
Thomas Nackid
Ben Newman
Arden Ellen Nixon
nuclear pomegranate
Anne E.G. Nydam
Otter
David Lee Pancake
pecan
Marianne Plumridge
Kimball M. Rudeen
Mark Roland
Amy Russell
Carol Salemi
Sandra SanTara
Scrumpy
Diane E Seiler
Donna Shapleigh
Maurice Spaulding
Andrew Sprague
Jess Steytler
Kendra Tornheim
Joan Turner
Andy Volpe
Weegoddess
Raelinda Woad

Dealers

Alexandra's Steampunk Jewelry
Alik's Cosplay
The Anime Crew, LLC*
Ayla's Armoury
Angelwear
Athena's Home Novelties*
Auntie Arwen's Spices/Hutnik's Used
Books
Blond Swan
Broad Universe
Cloak & Dagger Creations
Crested Creations
Daily Therapy
Dark Matter Chocolate Laboratory
The Dragon's Design
The Dragon's Lair
Earth Wisdom
Emporium 32
Eyrie House Books
Fabric Dragon Designs
Fantanimals

Fantastic Books
Fantasy Jewelry and Costume
Accessories
Geeks Bearing Gifts
HKT Import Toys
Honeck Sculpture
Hooked on Chibis!
Knotty Designs
The Lady and the Leopard
Larry Smith Books
Leather by Danny*
The Leather Lair



M & T Comics and Cards
MajikCraft
MeadHall Outfitters
The Mind's Eye Book Store
Official Arisia '16 T-Shirts
OffWorld Designs, Inc.
Pandemonium Books & Games
Pandora's Box*
Pendragon Costumes
Pendragon Chainmail
The Picklepot
Red Falcon*
Storied Threads
Strange Hours Atelier
Sunspot Designs
Tea & Absinthe
Threads of Time
Twylite Fashion
Well Played Clothing
Wendy Ellertson Studio

Please visit arisia.org/DealersRoomList for more information, including website info!

*18+

Arisia 2016 Student Writing Contest Finalists

Congratulations to our finalists for the Arisia 2016 Student Writing Contest!

Rowan Bagley

Joyce Hida

Caroline Jeffers

Alexandra Kouroriez

Alexis Felicia Romero

Ellis Ryder

We will be awarding contest winners during the Masquerade Judging Intermission on Sunday, January 17, 2016.

And many thanks to our Finalist Judges, John Scalzi, Gabriel Squalia, Kiini Ibura Salaam, and Keith DeCandido.

-Arisia Writing Contest Committee
Terry L. Holt (chair)

Anna Bradley, Fred Isaacs, Skip Morris, Kris Pelletier, Dr. Abby Noyce, Mike Sprague, Amol Vaidya, and Conor Walsh (Arisia President)



Chessiecon 2016

Where Traditions Evolve!

November 25-27, 2016

Radisson North Baltimore

(formerly the North Baltimore Plaza Hotel)

Guest of Honor: Sarah Pinsker



Sarah Pinsker writes stories with topics that range from the intersection of technology and humanity, to a near-sentient circus, to a humorous rugby vampire story. She is also a singer/songwriter working on her fourth album. Sarah is from all over the place, but calls Baltimore her home (it doesn't seem to mind).

Music Go!: S. J. Tucker



"Sooj" Tucker deftly binds together the varied elements of jazz, folk, and fairytales; she is a vanguard of the Mythpunk movement.

She lives in a thoroughly enchanted forest, at the feet of the Arkansas Ozarks.

Art Go!: Tabitha Ladin



Tabitha Ladin grew up in Maine. From her early years, she has loved drawing and painting animals both real and imagined. She has

also published a line of six fantasy themed coloring books.

Full programming tracks in science fiction, fantasy, myths, music, costuming, and steampunk!

Workshops, vendors, art show, dances, videos, gaming, author readings, kaffeeklatches, bardic circle, and much more!

Membership Rates

	Adult	12-18	< 12
'Til Dec 31, 2015	45	35	Free
'Til Mar 15, 2016	50	40	Free
'Til Nov 15, 2016	55	45	Free
At Door	60	45	Free

<http://www.chessiecon.org>
info@chessiecon.org



Arisia Indie Game Expo

Arisia is hosting our first-ever Indie Game Expo on Sunday, January 17th from 9 AM to 3 PM in Grand A Ballroom! Come check out the year's best tabletop and digital games, sneak a peek at upcoming releases, and chat with developers from indie game studios.

Visit arisia.org/indiegameexpo for website and social media information!

A.E.G.I.S. is a fast-paced, 2-4 player combat strategy game with 15-30 minute play time. Players control teams of five colorful robots, and in battle they do combat with your opponents' teams of five. Robots can combine together into bigger, more powerful, versatile forms, and it has all the awesomeness of all your favorite giant robot cartoons. Originally self-published and a fan favorite at PAX East, GenCon and Boston-FIG, A.E.G.I.S. is scheduled to be published through **GREENBRIER GAMES** in 2016 after running a Kickstarter in the first quarter of next year.

AVIARY GAMES - CROWN OF EXILE is a strategy card game about nobles vying for supremacy in unclaimed territory. Players draft cards into their hand that represent the buildings and people they have at their castles and then take on quests to expand their kingdoms, but as they do so they accrue an ongoing cost to keep their kingdom intact, and expose themselves to attacks and underhanded plays by their opponents. **ALCHEMY!** is a game about apprentice alchemists having a potion making contest. Players gather components and break them into elements that can be recombined to create a randomized set of potions- the winner is the person with the most potions at the end of the game. However each potion can also be consumed to give players special powers, but at the cost of some of that potion and some of the player's accumulated points.

BREAKERS YARD is a dual-stick shooter with automatically combining weapons: The more weapons you collect, the more it will keep evolving! Grab a friend for co-op and explore a junkyard wasteland taken over by self-replicating machines. Collect perks, crush robots, and try not to catch fire! Breakers Yard is developed by **PROTOPHANT**, a one-man Boston-area game developer who hammers code together on nights and weekends. Breakers Yard will be coming out on Steam for PC and Mac but it's already a blast to play now, so stop on by!

Called "one of the leading lights" of interactive fiction by The Guardian, **CHOICE OF GAMES LLC** is dedicated to producing high-quality, text-based, multiple-choice games.

We believe that text-based games are an underutilized format within modern computer games. Just as motion pictures, radio dramas, and television supplement books without rendering them obsolete, similarly modern graphic-based games cover only part of the computer gaming landscape. By using text, we can interact with the imagination in different ways from a graphics-based game.

We produce games in house in our simple scripting language for writing text-based games, ChoiceScript. We also make ChoiceScript available for to others for use in their projects, and we host games produced by other designers using ChoiceScript on our website. We also produce mobile versions of our games that can be played on iPhones, Android phones, and other mobile devices.

Our games feature complex and dynamic stories, progressive values, and high-quality writing. Choice of Games titles have won the XZZY Award, placed in IFComp, featured in the Boston Festival of Independent Games Digital Showcase, and been nominated for numerous other awards.

DESCENDANTS: VOIDBORNE is a turn based, space strategy game in which you create the universe as

you play. The goal is to build a legacy for your people, through trade, combat, negotiation and colonization. At its heart, Voidborne is a worldbuilding game. Matches in Voidborne take 30-60 minutes to complete and continue from where the previous match left off within the same universe. The alliances you form, the colonies you develop and the characters you interact with form the setting for each new match.

For example, in one game you might construct a secret facility with the goal of engineering a new race of superior administrators. Then, during a subsequent match, you can return to reclaim the lost technology only to find that the facility is long since abandoned and its remains have been annexed by a mega-corporation.

Voidborne combines the scale and diversity of Master of Orion, the tactical combat and pacing of XCOM and the trade and negotiation from Star Control into a single game. It also introduces a whole new element to the genre by having a living, breathing universe that changes in response to play.

You and your fellow dragons have lived peacefully on your island...until now. The invasion of humans has awakened your instincts to dominate and hoard as much gold as you can get your claws on!

Created by **LAY WASTE GAMES, DRAGOON** is an action strategy game with an ever-changing landscape. Village and city tiles populate the map each round using a coordinate system. During your turn, choose between claiming villages and cities that pay you tribute, or destroying them out right for instant gold. Challenge other players in dragon-to-dragon combat before they lay waste to your empire or enter your cave to steal your riches. You're never out of the game until the last gold coin is snatched up! Dragoon was successfully funded on Kickstarter with over 975% of its goal by over 1,200 backers in 2015. Games will be shipping this March, so head over to playdragoon.com and get your copy!

Oh, and we forgot to mention. The game comes with real gold inside!

EYE4GAMES is a tabletop game company. We founded the company when our first game got accepted into the Boston Festival of Indie Games. Since then, we have had 2 successful Kickstarters and are working on many games to publish in the future. We are a group of passionate game creators who want to make high-quality unique games. Our first published game is **AL-AKASLAM**, a game where you play as wizards facing off in a tennis match. Our first designed, and second published game is **CLAIRVOYANCE**, a game where you play as psychics who hurl furniture at each other to see who is the best psychic in town. The next big game for Eye4Games is going to be **RISE OF THE ROBOTARIAT**, a game where you play cooperatively as robots who are tired of the oppressive humans and are working to generate enough support for your rebellion

You're a combination Scientist, Inventor, Salesperson, CEO, and Promoter trying to dominate the market and survive the dystopian world of **G.M.O.OOH!**

Real-life Genetically Modified Organisms are intermingled with bizarre, futuristic innovations to create the ultimate party game. Players will require entrepreneurship, cunning, and creativity to debate the merits of their Organisms and crush the competition. How are the George Cloneys going to sell? What's the market demand for a Porcu-Gun? How will the original GMOs like corn, soy, salmon, and alfalfa evolve in the future? You determine the shocking answers in G.M.O.ooh!

The target audience for G.M.O.ooh! includes college students, party gamers of any age, and gift store patrons. Core game mechanics include debate, improvisation, persuasion, and a little strategy. G.M.O.ooh! is available in English and German.

Game designed by Jon Pawelko. Art by Jimmy Hasse, Josh Wright, and John Golden. Published by **LAM-POON THE SYSTEM**.

GAMES BY PLAY DATE is a NH based studio that creates open access analog games. Through rapid iteration and creative commons licensing we create exciting and progressive gaming experiences. The creators behind slash, Pack the Pack and Bad Habit are excited to share some of our newest designs with the public at Arisia 2016.

GEEK FEVER GAMES is proud to deliver the most exciting and compelling game experiences on this side of the known universe. Founded in 2012 by Connecticut game designers Jason Miceli and Matthew Plourde, Geek Fever Games added Connecticut game designer Tim Mierzejewski and his Firepeng line of games to the company in 2015. Collectively, Geek Fever Games has fulfilled 5 successful crowdfunding campaigns and published 6 games to date. Notable achievements include Boston Festival of Indie Games Tabletop Showcase, IndieDB top 0.1%, The Game Crafter Sanity Accolade, The Game Crafter Artwork Accolade, and The Game Crafter Tiberium Seller Accolade.

MARS VS. EARTH

Hidden loyalty card game for 3 to 10 players
Earth is under attack!

They came for our resources...

They came to annihilate us...

They came for our... cows?!

In this alternate-reality, 1950's era setting - we are not alone! Aliens from the planet Mars have secretly descended upon Earth. As a member of an elite multinational squad, you must defend our home against the vicious, little green men as they try to abduct our wives, mutilate our cows and boil our oceans!

To complicate matters (if inside-out cows weren't bad enough), the aliens can replicate our DNA and clone human beings. They know our agency is the last line of defense and they have infiltrated our ranks. That trusted partner of yours may actually be an alien spy! Hey, I don't remember you holding your hand over your heart during the National Anthem - when was the last time your DNA was screened?

PLUS WORD - a game of connections

Family/party card game for 2 to 8 players

How would you connect the words "COLD" and "SCARY"? Maybe you'd think of "YETI" Or maybe "AVALANCHE." Or even "HYPOTHERMIA." It's up to you. But you're also trying to make a connection with the other people playing. Can you get them to think the same as you? Can you think the same as them? The better you can connect, the better you'll do.

Plus Word. Make the connection.

JOSHUA A.C. NEWMAN is the publisher of the **MOBILE FRAME ZERO, SHOCK; THE NAME OF BRONZE**, and other innovative game systems designed to encourage joyful play with serious philosophical and social issues. His works can be found at mobileframezero.com and glyphpress.com, where you'll also find his speculative science illustration and fiction.

OBEY is an asymmetrical multiplayer game. We've

all played games where you send commands to teammates or AI units. OBEY instead puts you in the position to command your enemies (human opponents), and to be commanded by them. Players are always free to obey/disobey.

RISEN GAMES creates unique action games for the PC! Our upcoming game, **STARDRIFT NOMADS**, combines elements of the dual-stick shooter and tower defense genres to produce an addictive Co-op PvE experience like no other. Come by our booth and see if your team can survive.

ROBIT RIDDLE

Make believe you are robots trying to find your missing pet robits. Work together choosing your path through the story; having encounters, finding friends and adventuring along the way.

Gameplay:

Choose a character then follow along in the story book. As you have encounters, decide how the characters will approach the situation. Tell a little story and then roll the dice.

You teammates can choose help out if needed to succeed. Failing isn't always bad, but sometimes a wrong turn can send you home early.

SPACE CAPSULE GAMES

ALPHA ONE is a space shooter with movement

similar to Asteroids but has an RPG and open world element to it. It's also a rogue-lite, meaning it is a game meant to be played like a board game (from start to finish).. and like a board game, each time you play the setup is a bit different. Your goal is to find out who is sending the blockade of artificial asteroids that surround the human space stations. You need to shoot asteroids and collect resources in order to upgrade your ship. Hostile aliens will try to chase you away from mining resources. You won't be able to defeat the aliens until you unlock and build key technologies. When you finally do you begin the climb the tech tree which prepares you for the final showdown.

VAMPIRES & VILLAGERS: CURSE OF CHRISTOPH

Build your Crypt, Destroy the Village, Defeat your Rivals!

Players take on the role of rival vampire clans intent on destroying the village of Askwith, Massachusetts. Basic turn structure is draw 1 card and play 1 card. On a turn, you may build up the strength of the human village, strengthen your vampire crypt, or send a vampire hunter against a rival. Powerful attacks against the village will trigger events during the game. Hand management, offensive and defensive play are all important as scoring for the game is only calculated when one player destroys the village and triggers the end of game.

This card game combines classic Gothic horror characters with 20th century Goths in a game where everyone plays as a vampire and, in the end, the humans always lose.

Thematically, fans of 1990's Vampire media will appreciate the clean and detailed art style in this game set in the weird and might-have been ghost town of Askwith, Massachusetts.

XANTARA is a fantasy story in the form of a a multi-media webcomic.

Elin is the last survivor of her town after the crystals that people have been mining for decades, took form and began to attack them. Several months after the catastrophe Elin meets Keira, a younger girl with the strange ability to harness power from her crystal necklace. Keira explains that she is on a quest to reverse the uprising, and Elin decides to join her. As they travel across the world they must deal with crystal monsters and find out the truth about their planet and their people.

XANTARA has been in the works since June 2013, and began publishing on March 06, 2014. Each new page gets released on Friday, and each chapter has a short game that furthers the plot and is an integral part of the story. The game picks up where the story lets off and has cutscenes that help string everything together. There are details in the comic that will help a reader understand the games, and vice versa.



Program Participants

HANNA LEE RUBIN ABRAMOWITZ, H-chan for short, is what you might call a Jill-of-all-things-geeky. She is an avid reader of YA fantasy, video game player, sci-fi TV fan, costumer and crafter, but most of all an artist. Her dream is to one day become a published writer and cartoonist, however, right now she is content with writing fan-fics, working on her online Manga, and being your not-so-average housewife who happens to work part time at a tea-shop. At conventions you may find her in costume wandering the halls, sitting in panels that interest her, participating in panels that she has knowledge on or in the artist alley ogling things she would like to buy. So if you see her, say a friendly "How do you do?" I promise she does not bite.

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*, *Sword Art Online*, and *Doctor Who*, among other things. Yitzy dreams of one day becoming an airplane. His brother has a blog where he does a super-mediocre job of reviewing manga at TheMangaConnoisseur.blogspot.com.

Three words that one might use to describe **ADRI** are generic, geek, and girl. Sometimes all at once.

THE ACCALIAE

THE AD-HOC WALTZ & QUADRILLE B

ADVENTURINE YOGA

HEATHER ALBANO is a storyteller. Sometimes

she writes traditional fiction and sometimes she makes games, though, she finds the line between the two growing fuzzier all the time. If you like steampunk time travel, check out her novels *Timepiece* and *Timekeeper* or if you like Victorian gaslight fantasy, Napoleonic naval battles, medieval court intrigues, or zombie apocalypses, check out her *Choice of Games* titles, but then again if you prefer James-Bond-style spycraft and/or interactive radio dramas, check out *Codename Cygnus*. If you want to know what she's doing next or to follow the random thoughts that wander through her head, check out www.heatheralbano.com.

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

ALESSANDRA

KEN ALTABEF is a SFWA member whose short fiction has appeared several times in *The Magazine of Fantasy and Science Fiction*, as well as *Interzone*, *Abyss & Apex*, *BuzzyMag*, *Perihelion*, *Ominous Realities*, and others. His first short story collection *Fortune's Fantasy* was published in 2014. His novels include *The Calling*, *Secrets*, *Shadows*, *The Tundra Shall Burn!*, and *The Shadow of Everything Existing* as part of *Alaana's Way*; a 5-part epic fantasy series published by Cat's Cradle Press. You can preview this work and others at www.KenAltabef.com.

AMEENA

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 and his cats remain aloof.

ERIK AMUNDSEN - Always Chaotic Evil.

ANANSI

STEVEN ANDERSON

ANGELINA

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 other venues. He also teaches origami at local libraries and museums throughout New England. His website is 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, Horror Writers Association, 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 LGBTQI 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, Victorian Lady's Hunting Costume--An American Tradition, and Victorian Tiki Calypso, which almost caused her to fall over upon winning Best In Show. She enjoys costuming, beads, and hunting and has been an Emergency PA for over 25 years. Passionate interests include Victorian photographs and extant clothing of the period, as well as, vintage beadwork, for Miss Lizzy's Traveling Historical Fashion Show (a non-profit). She contributes to The Virtual Costumer with articles about research on Victorian clothing. Buy her a cup of coffee and then talk about quilts, costumes, and Victorian fashion; she'll love you for it!

ATHENA SCHOOL OF ARMS

RICHARD B. AUFFREY

STEPHEN R. BALZAC is the author of *The 36-Hour Course in Organizational Development and Organizational Psychology for Managers*. 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. He is currently conducting a research study exploring how LARPs influence non-game social awareness in the areas of leadership, decision making, and working with a group.

BETH BANISZEWSKI cannot resist killing Muppets. They're so cuddly! Beth is the proud owner of many Muppet-skin garments including: Muppet skin socks, a Muppet skin bathrobe, a Muppet lined coat, and a Muppet scarf. She is also aware of the wonders of Muppet pelt blankets. Beth's previous game writing credits include a number of games which ran at Intercon including: *Two Hours in London*, *Crisis at Castle Candy*, and *Megaman: Apocalypse*. She is currently the Game Director of the Witchwood boffer campaign and she has also run a number of games with the MIT Assassins' Guild.

E. J. BARNES is a cartoonist and comic-book artist, having seen publication in *Fortean Times*, *Funny Times*, and *The Journal of Irreproducible Results*. Her comics have been published in anthologies *Colonial Comics: New England, 1620-1750*, *The Greatest of All Time Comics Anthology*, *Hellbound*, *SubCultures*, and *Nix Comics Quarterly*. She exhibits at independent comic-book conventions and her comic books, self-published under Drowned Town Press, are sold across the country.

BECKY BARON

REUBEN BARON is the writer/director of the short film *The Making of a Superhero Musical*, featuring Neil Gaiman, a freelance writer for *MyAnimeList* (username: HoyvinGlavin64), former editor of the LFB.com, and contributor to the *Brattle FilmNotes* blog.

HOWARD G. 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!

MARK BERNSTEIN has been active in fandom and filk since the 70s. He writes and performs songs, poems, and stories, both silly and serious.

He runs Music programming for ConFusion in his home state of Michigan, and ran the same track for Detcon 1, the 2014 NASFiC. He's a fervent believer that everyone who wants to sing should get the chance, and works to reinforce that principle with workshops, panels, and circles designed for those with little experience or training. He's here to have fun, and hopes everyone else does, too.

CAMERON BETTS

ELIZABETH BIRDSALL is a longtime fan and occasional author, as well as a queer lady and lover of a wide variety of random subjects. She has had short stories published here and there, most notably in the *Women Destroy Science Fiction!* special issue of *Lightspeed Magazine*. She lives in the Boston area with two excellently geeky housemates and two extremely inept cats.

WILLIAM IAN BLANTON is a native of Phoenix, AZ who long ago decided he preferred living somewhere with actual seasons, namely Boston. Ian 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 mastering his handmade 18' folding sea kayak and he still hasn't opened that OGRE board game box.

KEVIN BLOCK-SCHWENK

BOSTON JEDI is a Boston-based lightsaber stage combat club. We create and perform engaging stage combat choreography for audiences, whether that's 3 people in a hallway, a movie premiere, or as pre-game entertainment at a sports stadium. For more info, visit www.BostonJedi.org or find us on Facebook or Meetup.com.

DANIEL BRIAN

JOHN BOWKER has a history of writing things, editing things, and occasionally building things; all of which goes to show a little knowledge is a dangerous thing. His fiction has appeared in various markets including *On Spec*, *Sybil's Garage*, *Big Pulp*, *Space and Time*, and *Lamplight*, as well as *Sex in the System*, *Mortis Operandi*, and *Spicy Slipstream Stories* anthologies. John has written about geek topics for the *Boston Phoenix*, the *Weekly Dig*, and *Bull Spec* magazines. He was an associate editor for the online magazine *Ideomancer* and, at present, is the managing editor/publisher of the anonymous online anthology/magazine *Orthogonal*.

ANNA R. BRADLEY is a gamer, LARPer, costumer, and volunteering junkie. Anna has played and run LARP for over 20 years. She has been playing and running Garou games for the past 7. This year she is Assistant Conchair and will be Conchair for Arisia 2017.

DAVID 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. His present company, Viridis3D, sells industrial 3D printers to the foundry industry. He also occasionally teaches materials science at MIT and is writing a graphic novel.

SHARI BREZINSKY

KATE 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 Fast Track that counts for something, right?

CHARLES BROWN

TYLER BROWN

TERRI BRUCE produces fantasy and adventure stories from a haunted house in New England where she lives with her husband and three cats. Her novels include the contemporary fantasy *Afterlife* series (*Hereafter* (Afterlife #1) and *Thereafter* (Afterlife #2)), with *Whereafter* (Afterlife #3) releasing in January 2016) and several short stories in various anthologies including "Welcome to OASIS" in the recently released *Dear Robot* anthology. Visit her on the web at www.terribruce.net.

MARC BRUNCO is an avid cosplayer, con goer, sci-fi fan, political junkie, and also a longtime admin with the Boston Whovians. He lives in the southernmost part of the Commonwealth Wasteland known as Cape Cod.

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.

CONSTANCE BURRIS

MICHAEL A. BURSTEIN, winner of the 1997 Campbell Award for Best New Writer, has earned ten Hugo nominations and four Nebula nominations for his short fiction, collected in *I Remember the Future*, which has been made into a film. Burstein lives with his wife Nomi and their twin daughters in the town of Brookline, Massachusetts, where he is an elected Town Meeting Member and Library Trustee. When not writing, he edits middle and high school science textbooks. He has two degrees in Physics and attended the Clarion Workshop. More information on Burstein and his work can be found on his webpage, <http://www.mabfan.com>.

NOMI S. BURSTEIN

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, 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 New England woods with her kids, a silly lizard, and a cat that 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, and writes terrible fan fiction about immersive theater in his spare time.

JESSI CAMERON

MACKENZIE CAMERON is a writer and game developer most notable for some of his recent MegaGame Events under the banner of MegaGames United. If you're interested in massive gaming experiences you can learn more at www.MegaGamesUnited.com.

THE CAROLINGIAN CALIVER COMPANY is a rapier-fencing group, part of the Society for Creative Anachronism's (SCA) Boston-area chapter. The group studies and recreates historical swordsmanship techniques from the

Renaissance and 17th Century, fighting in one-on-one duels and larger, team-based melees. To learn more about the SCA or join their merry band of swashbucklers, visit <http://welcome.sca.org>.

CHRISTINE CARPENITO, aka Felicitas Ivey, is the pen name of a much frazzled helpdesk drone at a Boston area University. She's an eternal student 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 MalexMale 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.

ROB CASTIELLO

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.jeannecaveelos.com)

CHAMELEON'S DISH THEATRE

VENETIA CHARLES is a Creative's Assistant. After receiving her Master's degree in Folklore (focusing on second generation members in new religious movements with a special emphasis on apocalyptic cults), she moved to the middle of Wisconsin to work for the *New York Times* Bestselling Author Patrick Rothfuss. She was his assistant for 3 years, working on a vast variety of projects and running his charity Worldbuilders. In 2012, she moved to Portland, Oregon to work for illustrator and designer Lee Moyer. She shares his interest in pin-ups and is currently cataloging his 35 years of work.

DON CHASE is an author, illustrator, picture taker, and, hopefully, one day movie maker.

The Cambridge Historical European Martial Arts Studies Group (**CHEMAS GROUP**) translates and interprets extant combat treatises from the medieval, Renaissance, and early modern eras. Its members occasionally present demonstrations based on their work.

B.A. CHEPAITIS is author of 11 published novels, including the Jaguar Addams "fear" series - *The Fear Principle*, *A Lunatic Fear*, *The Voice of Fear*, and more. Her latest novel, *The Amber*, explores the strange history of Lithuania, its bee goddess, and a man who sold his soul to the devil.

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

JON ERIK CHRISTIANSON is a comic's journalist, blogger, and critic who loves queer comics and hates reading the comments (but he does it anyway). His writing lives at Panels.net, *Honestly Comics*, Boston University's *The Quad*, and the *DCWomenKickingAss* blog. Way too much of it lives on Twitter at @HonestlyJon.

JOHN CHU is the author of "The Water That Falls on You from Nowhere" (Hugo winner, short story, 2013), originally published at Tor.com and anthologized in *Wilde Stories 2014* (Berman, ed.). His other short fiction has appeared in *Bloody Fabulous* (Sedia, ed.), *The Time Traveler's Almanac* (VanderMeer and VanderMeer, ed.), *Boston*

Review, *Lightspeed*, *Uncanny*, and Tor.com among other places. His most recent publications are the short stories "Hold-Time Violations" at Tor.com and "Finding Your Slot" at moozvine.com. He has narrated stories for *EscapePod*, *PseudoPod*, *PodCastle*, and *Lightspeed*, and he translates stories from Chinese into English. He attended Viable Paradise X (2006) and the 2010 Clarion Writers Workshop and is currently a member of the BRAWL writers' group.

VIKKI CIAFFONE is a freelance editor and writer. 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 does. She is personally responsible for the destruction of Sodom and Gomorrah (she apologizes, but all the gossip was exaggerated and the populace was obsessed with Pictionary, which 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.

ZACHARY CLEMENTE lives in Boston and writes for and about comics. He's been published at least once and helps run MICE. Office hours are at Diesel Cafe, typically 7AM-10AM Mondays and Thursdays.

JOHN DAVID COOK is an Electrical / Software Engineer by day and small business owner / model builder by night. His business, Madman Lighting, is run by John and his wife to make kits for lighting scale plastic models, such as Star Trek and Star Wars miniatures. John has won many awards for his creations at local and national model shows and is respected for the detail and complexity of his creations. He has also been published in several modeling magazines for his articles on how to build lighted scale models. John is also a member of MakeIT Labs in Nashua, NH, where he has contributed greatly to the refurbishment of the new building.

CORBIN COVAULT

DEIRDRE CRIMMINS is a Boston-based film critic. She is currently a staff writer at AllThingsHorror.com and *Cinematic Essential*, as well as, a contributing writer for BtchFicks.com, OpenLettersMonthly.com, the *Brattle Theater Film Blog*, and *Rue Morgue* magazine. She has presented academic work at the International Conference for the Fantastic in the Arts and spoken on panels at Worldcons. Though she focuses on contemporary horror film criticism, she is a life-long fan of science fiction and fantasy.

MORGAN CROOKS is a life-long fan of science fiction and fantasy literature and now teaches ancient history. Morgan's stories have appeared on the *Daily Science Fiction* website and in anthologies released by Dark Hall Press, Burnt Offerings, and Mystery and Horror LLC. Essays and reviews are also available on his blog (ancientlogic.blogspot.com).

CTEIN is a professional photographer and writer. He is the co-author, with John Sandford, of the *New York Times* bestseller, *SATURN RUN*. He's also a columnist for *The Online Photographer* and the author of *Digital Restoration from Start to Finish*. Artistically, he is best known in the SF community for his photographs of eclipses, aurora, natural and unnatural scenes, and space launches, plus his hand-printed fine art books. His work can be seen at <http://ctein.com> and photo-repair.com. 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 retired geologist Paula Butler, three demented Psittacines, a half dozen more-or-less normal computers, and twenty kilobooks.

MJ CUNIFF

MARY CATELYNN CUNNINGHAM got involved with science fiction conventions in 2004 when her now husband, Mark Richards, dragged her to one kicking and screaming. Having been an avid fan for years she felt right at home. She is also a member of the alt lifestyle community in NYC where she is on the Board of a local group. She also helps staff cons, when able; sometimes at senior management level.

DAVID D'ANTONIO, or DDA, as he is known, answered an email about something called a Con Com and has been volunteering for Arisia ever since. A lifelong fan of science fiction, he knows how Arisia got its name but has still not finished *Stranger in a Strange Land*. When not volunteering at cons, he does UI design, fights homonym abuse, and creates stylish appetizer trays.

LEO D'ENTREMONT, also known as Mijan in various fandom circles, 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, he 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 Leo 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, he is a scientist, skeptic, atheist, and social secularist who feels that this is an essential perspective too often ignored in the political arena. In real life (what's real?), Leo is an EMT with a background in biology, a nursing student, and a published author of queer fiction.

FAITH D'ISA

GILLIAN DANIELS lives in Somerville, MA, and is a reviewer of short fiction at *Fantastic Stories of the Imagination* and a local theater critic with *The New England Theatre Geek* blog. After attending the 2011 Clarion Writing Workshop, she has had poetry and prose published in *Apex* magazine, *Strange Horizons*, *Flash Fiction Online*, *Lady Churchill's Rosebud Wristlet*, and other venues. She blogs and sometimes posts drawings at www.gillianandaniels.com.

DANNER

DASH is the founder and editor-in-chief of *Expanded Horizons*, an online 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. Dash is also an attorney, linguist, and private tutor of many subjects.

CHRISTOPHER 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 sys-admin for both the Electronic Frontier Foundation and part of the Human Genome Project, feeling 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.)

T. CHRISTOPHER DAVIS has been an avid gamer (role-playing and miniatures) and reader (Sci-Fi and fantasy, mainly) since early adolescence. He is now an amateur game designer and writer; 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.

RANDEE DAWN is a freelance writer and web producer for such entertainment publications as *Today.com*, *Variety*, *The Los Angeles Times*, and *Emmy* magazine. She is also a fiction writer, with a 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." Randee is also a co-author (with Susan Green) of the *Law & Order: SVU Unofficial Companion*, which was published in September 2009. She has her first novel of urban fantasy recently completed and renews her offer to write in exchange for sugar-cured bacon.

SUSAN DE GUARDIOLA (<http://www.blank.org/susan/>) has been active in fandom for more than thirty years as a costumer, masquerade emcee, and all-around fan. She has worked as a book reviewer for *Publisher's Weekly* and the Amazon Breakthrough Novel Contest and ran the Hugo Awards Ceremony in 2012. Professionally, she is a social dance historian and popular dance teacher 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 Russia. In her spare time, she plays high-speed online Scrabble and studies Russian.

KEITH R. A. DECANDIDO has written a ton of things, most recently the *Star Trek* coffee-table book *The Klingon Art of War*, the *Heroes Reborn* novella *Save the Cheerleader, Destroy the World*, the *Sleepy Hollow* novel *Children of the Revolution*, the Precinct series of fantasy/mystery novels and short stories, the short story collection *Without a License*, the *Stargate SG-1* novel *Kali's Wrath*, and short stories in the magazines *Buzzy Mag* and *Story of the Month Club* and the anthologies *Alternate Sherlocks*, *The Side of Good/The Side of Evil*, *Stargate SG-1/Atlantis: Far Horizons*, *V-Wars: Night Terrors*, *With Great Power*, and *The X-Files: Trust No One*. He's also a professional editor of many decades' standing, a second-degree black belt in karate, a veteran podcaster, and probably some other stuff, too. Find out less at www.Decandido.net.

LORI DEL GENIS is among other things a 2D artist, a dress designer, and a licensed speech-language pathologist. Though Lori still dreams of creating photorealistic pencil portraits on commission, she has 20+ years' sewing experience and for the past 9 years has been the Alpha behind Conscious Elegance; a green business which creates custom-made eco wedding gowns and costumes out of reclaimed vintage silk and sustainable fabrics. Lori lectures publicly on zero-waste business practices and her dress-work has been exhibited in the American Textile History Museum. In her copious spare time, she putters around her overgrown garden and tries to decide when to prune lilacs. She resides in Stoneham with her spouse Jonathan and never wants to live outside of I-495 again. Find her at www.consciouselegance.com or on DeviantArt (<http://weegoddess.deviantart.com/gallery/>).

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*. He's also been writing his short/flash-length *Dern Grim Bedtime Stories* (*Few of Which End Well*), and longer, Jewish-themed YA contemporary urban fantasies including "The Tashlich Fish," "A Child's Yom Kippur In Whales," and "And They Built A Crooked Sukkah."

DAN DEZ has been a game developer since 2002, shipping titles across PS2, GameCube, XBOX, PS3, XBOX 360, iOS, Android, and Windows/Mac/Linux. A self-taught programmer, he started his professional career as an environment artist that transitioned into technical artist and later into independent game developer. He is currently developing OBEY - a highly asymmetrical multiplayer game where a player in a gigantic

mecha death turret tries to get tiny baby bunnies to obey them. (obeygame.com)

DI'AHNA

MARIO "DIGICOM" DI GIACOMO is a voracious reader, a perspiring writer, and a master of 'rithmetic (according to his postgraduate degree, anyway). An amateur historian of science fiction, fantasy, and anime, Mario has been waxing pedantic about the topic at conventions for the last quarter-century.

DAN DIAMOND

KAREN DIAMOND

RAY DIAZ

MAYA DINERSTEIN

DJ DIRGE is known for his raucous parties and genre-defying mixing. Dirge is the resident DJ at several dance nights in and around Boston and New England. Dirge's musical selections range from EBM, IDM, Electro, Dubstep, New Wave, Goth, and Rock. Never one to hold back, Dirge infuses energy and excitement into every event. Dirge is New England's only living-dead DJ, playing music to wake the dead.

MICHAEL DLOTT, aka "Lawyer Mike", has been running games for over 20 years and has frequently run White Wolf LARPs and Dungeons and Dragons games at local area cons such as Arisia and Anime Boston. Recently he has started staffing Live Gaming at Arisia. He resides in Quincy, MA with his wife Melissa and 2 cats.

N. S. DOLKART is a fantasy author represented by Evan Gregory of the Ethan Ellenberg Literary Agency. His debut novel, *Silent Hall*, will be coming out from Angry Robot Books in June of 2016. It's an old-school sword-and-sorcery fantasy in a non-European setting, character driven, and reminiscent of '90s fantasy novels such as *The Crown of Dalemark*. He lives in Waltham with his wife and 2.5 children (the .5 is his inner child).

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 move to Colebrook, New Hampshire, and write full-time. With Jim Macdonald, she has written the *Mageworlds* space opera series and the alternate-historical fantasies *Land of Mist and Snow* and *Lincoln's Sword*; their most recent publication is the short story "The Devil in the Details" at Tor.com. She is a regular instructor at the Viable Paradise Science Fiction Writer's Workshop each year on Martha's Vineyard; she also does freelance editorial and critique work.

MICHELLE DRISCOLL lives in Western MA with her three partners, their son, a dog, and four cats. She has hosted relationship discussion groups of many sorts in the poly and kink world and has been involved in the leadership of Transcending Boundaries, Inc.

SHIRLEY DULCEY is a Geek-of-all-trades who has done many technology related jobs. She is a long time fan, gamer, virtual world resident, and member of the SCA. Shirley has a long history with Arisia, having collected her "attended 25 Arisias" ribbon in 2014. In 2011 she chose to transition to life as a woman, adopting her current name; the change was done "in place" without leaving her existing home or social circles. She identifies as trans, poly, and kinky; still figuring out her sexual orientation.

DAWN-MARIE DUNN is a music technologist,

tinkerer, caffeine addict, and crafter. Lady Aurora Freyasdottir is the High Priestess of Coven of the Moonlit Merloun and has been a member of the Sacred Order of the Black Forest for over ten years. Overall, the identities are pretty compatible but sometimes all the names get confusing.

THOM DUNN is a writer, musician, and new media artist, as well as, a staff writer at Upworthy. He has had plays performed in New York, Boston, Hollywood, and Alaska, comic books published by Grayhaven Comics and Ninth Art Press, essays and criticisms published by Quirk Books and Tor.com, and poetry published by *Asimov's* and others. He is a playwriting fellow at the Huntington Theatre Company in Boston, as well as, a graduate of the Clarion Writer's Workshop at UCSD and Emerson College. Thom enjoys Oxford commas, metaphysics, and romantic clichés (especially when they involve whiskey), and firmly believes that Journey's "Don't Stop Believing" is the single greatest atrocity ever committed against mankind. thomdunn.net / @thomdunn / facebook.com/thomdunnwrites

JILL EASTLAKE is a Master Costumer and ICG Lifetime Achievement Award winner. Although she costumes infrequently, she has a penchant for working in winning costuming groups. Jill has been the President of the Northern Lights Costumers' Guild (a chapter of the International Costumers' Guild) and other fannish organizations, chaired Arisia '09, Boskone '11 and '15, and a Division Head at many Worldcons. She's well known as a great recruiter so, if you have any spare time, watch out! You won't after Jill and her friends have inspired you.

BOB EGGLETON is a nine time Hugo Winner, has worked on the films: *Sphere* (1997), *Jimmy Neutron Boy Genius* (2001), *The Ant Bully* (2006), and the independent film *The iDol* (2007), plus 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 1997 Arisia, among MANY conventions all over the world. He has done covers to hundreds of books in addition to 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 for *Famous Monsters of Filmland*, and *Godzilla* comics for IDW. He has an asteroid named for him, 13562bobeggleton, by Spacewatch at Kitt Peak.

ELIZABETH JOY AND CAITLIN

GAIA EIRICH is a Master costumer and has been attending and costuming at conventions for 15 years. For the last 17 years she has been sewing and creating costumes in a wide variety of forms including fantasy, historical, and anime costumes for both conventions and commissions, belly dance costumes for a studio, wedding dresses, accessories, and also basic quilt making. She has 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, recently having the honor of judging the Balticon masquerade. She is an active member of the Greater Columbia Fantasy Costumer's Guild (GCFCG), a local chapter of the International Costumer's Guild (ICG).

GENEVIEVE ISEULT ELDREDGE balances the romantic with the perilous in real life and in her writing. In real life, she dropped out of med school and dedicated herself to writing LGBT epic fantasy featuring strong female characters. She has an MFA in Writing Popular Fiction, a black belt in karate, and a second-degree brown belt in Jiu Jitsu. 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, authoress and senior editor for Loose Id, she puts the romance back into necromancy with erotic lesbian vampire stories such as *Graced*, from the Lambda-nominated *Women of the Bite* from Circler Press ebooks and her full-length *Thorns & Hearts* series: *Blood Bound & Beautiful* and the sequel *Absent in Absinthe*. Her latest projects include an m/m gladiator erotic romance series called *In His Arena* under the pseudonym, Nasia Maksima.

LORELEI ERISIS

ESTHER RAHEL

PAUL ESTIN, aka "Happy Fun Paul", is a longtime SF fan with a Ph.D. in cognitive psychology and an affinity for silly music. Musically, Paul can be found in film circles singing and playing guitar. Among Paul's other interests are (in alphabetical order): '80s music, astronomy, bicycling, books, cats, cognitive science, complexity, dynamism, epiphenomena, epistemology, feedback mechanisms, folk music, freedom, linguistics, liberty, maps, market solutions, modern fairy tales, movies, mu*ing, natural history, Neil Gaiman, non-fiction, nonstandard categories, operational definitions (critiquing them), reading, rock music, RPGs, science, subconscious biases, 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!!!

ETANA is an assistive technology specialist, parent advocate for children with disabilities, social justice worker and poet. They like glitter, universal design, sewing (poorly) and cruising around like a blind cyborg in C.A.R., the trusty power chair. First fandom was *Buffy* (the film), first poetic love was Shel Silverstein, and Ms. Frizzle is still their favorite teacher/inspiration (for everything).

JACOB EVANS

LISA J. EVANS, like Goodgulf the Wizard, 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.

LYNN FEINGOLD has nearly 30 years of performance experience as a solo, unaccompanied singer specializing in performance of traditional English, Irish and Scottish songs and ballads; particularly as a witty Tavern Wench. She has performed many times for coffeehouses, historical societies, organizations, libraries, museums, house concerts, and private parties all over New England. She is the President of The Folk Song Society of Greater Boston and founder of The Old Howard Troupe, an Old English Music Hall group in the Greater Boston area. Lynn and her sister, Karen, produce an annual Ballad Singing Contest for Students.

ALEXANDER FEINMAN hacks hackers for a living: he designs software for use by developers. 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 novels *Duplicate*, *We Were Gods*, and *End Game* are available for sale online and at Arisia; he is currently finishing up a YA fantasy novel.

MR. 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 25 years' experience, although some would say the first ten years don't count because he wasn't over 18 yet.

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. She now attempts to write about it. Don't get her wrong, she still sews, keeps a full-time job as a Custom Framer, and has a part-time job keeping a husband.

CARL FINK is the Chair of LI-CON, a new convention on Long Island, and President of ICON Science Fiction. Taking Heinlein's comment about specialization to heart, he has in his life worked on a loading dock, managed a store, been a school teacher, 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 currently enrolled in a Masters program in Learning Technology and is particularly likely to challenge pseudoscience and superstition. He lives and works on Long Island, New York.

FISH

GREG FISHBONE is the founder of the Class of 2k7, a longtime SCBWI Assistant Regional Advisor, and author of the *Galaxy Games* series of books about Earth's first-ever team in the greatest sporting event in the Milky Way. For more info go to gfishbone.com.

ELI FLINN

WILLIAM FRANK, aka "Scifantasy", is a geek and lawyer, in roughly that order. Professionally, he specializes in intellectual property law, has interned for the Electronic Frontier Foundation and the Creative Commons, and was a computer programmer before he turned to evil--err, law. Fannishly, he has interests in pretty much everything. Will is also Vice-Administrator of the 2016 Hugo Awards. This is Will's sixth Arisia and his fourth as a panelist.

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.

DAVID FRIEDMAN is a practicing attorney who helps people understand and solve legal challenges facing their businesses. A co-author of legal reference guides, his books discuss intellectual property, cyberspace, privacy, speech, and related issues. As an artist, David has over a decade of professional experience as a performing and visual artist. He is proud to argue, play with toys, and throw things for a living and has dedicated 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. He writes under the pen name Cameron Quintain. His novella "Familiar Places" won second place in the Passionate Plume Awards from the Romance Writers of America and his book *The Viscountess Investigates* is available from Circler Press in print and ebook. He is also a performer and director at King Richard's Faire in Carver, MA.

SHANA FUQUA has a BA in music. She is a fourteen-year veteran of King Richard's Faire where she spent one year as assistant apprentice music director, five years as an administrative assistant, and two years as assistant director to the villager program. She has been involved in the BDSM scene for over twenty years and works with the programming team for the NELA fetish

flea. Shana is also a member of the programming team for Arisia. 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.

KEN GALE started his writing career 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, has written for Defiant Comics, and is 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 various 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. Since last Arisia, the guy with a face for radio has become a regular for Environment TV. www.comicbookradioshow.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.

MADI GARLAND

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*, was scheduled for release in late 2014. He was the Arisia Programming Division Head for 2013-14 and Exhibits Division Head in 2015.

LILA GARROTT is a founding member of the a cappella group Sassafras, 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.

DR. PAMELA L. GAY is an astronomer, writer, and podcaster focused on using new media to engage people in science. Her best-known project may be *Astronomy Cast*, a podcast she co-hosts with Fraser Cain (publisher of Universe Today). This show takes listeners on a facts-based journey thru the cosmos that explores not just what we know, but how we know it. Beyond *Astronomy Cast*, she is also director of the CosmoQuest virtual research facility, which engages people in learning and doing science through a combination of educational materials and citizen science projects. Dr. Gay also works to communicate astronomy to the public through her blogging, public talks, and popular science articles. She is the host of numerous web series, including the Google Lunar XPRIZE Team Hangouts. Her writing has appeared in *Astronomy*, *Sky and Telescope*, *Lightspeed*, and *Mothership Zeta* magazines. She has appeared in shows ranging from the History Channel's *The Universe* to National Geographic's *Top Secrets*.

GREER GILMAN'S first metaphysical noir mystery, *Cry Murder! In a Small Voice*, won the 2013 Shirley Jackson Award. Ben Jonson investigates again in *Pursued by a Bear*. Her *Cloud & Ashes: Three Winter's Tales* won the 2010 Tiptree Award. Like her earlier novel, *Moonwise*, it's set in a Northern mythscape; 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.

GLENN GIVEN is co-founder of Games by Play Date and designer of analog games like *Slash: Romance Without Boundaries*, *Bad Habit*, and

Hearts Blazing.

MAX GLADSTONE has been thrown from a horse in Mongolia and twice nominated for the John W Campbell Best New Writer Award. Tor Books published *Last First Snow*; the fourth novel in *Max's Craft* sequence (preceded by *Three Parts Dead*, *Two Serpents Rise*, and *Full Fathom Five*) in July 2015. Max's game *Choice of the Deathless* was nominated for the XZZY Award and his short fiction has appeared on Tor.com and in *Uncanny* magazine. His next novel, *Four Roads Cross*, debuts in July 2016.

MEHITBEL GLENHABER is an independent comic artist, currently studying brains and history of technology at MIT. She writes comics about squid in space striking up unlikely friendships with the Great Cthulhu, fairytales as Alan Turing would have told them to his children, improbable but nonetheless true stories about Unitarian Universalism summer camp, and the zombie apocalypse and 14th century theology. She has also written a research paper in comic book form on the history of comics censorship in the 1950s. She also talks about history, philosophy and science, and strange connections between those topics as one of the hosts of *There and Back Again* on WMBR. You can follow her comics shenanigans at topquarkintown.tumblr.com.

TIMOTHY 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. In 2014 a collection of short stories, *The Light, the Dark, and the Quick*, was published.

ANABEL GRAETZ began performing as a teenager in Omaha, NE. She is half of a Victorian duo, The Proper Ladies, the creator and director of The Festival of Light & Song, and was founder and director of 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, and 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. Film and TV credits include: *The Hunting Game*, the web series *S(her)lock* (release date TBD), and as Mrs. Merriman in the award-winning HBO mini-series based on *Olive Kitteridge*, the novel by Elizabeth Strout - a must read!

K. N. GRANGER is a queer white cis person with a radical, social-justice perspective towards games. Also a tremendous nerd, when not writing or playing games, K.N. engages in fanfiction, classical music, and the brilliant other activities New York City has to offer. <https://www.patreon.com/kngranger>

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, reciting poetry, and telling ghost stories.

BRIAN GRAY is a Geek, teacher, dad, scientist, gamer, SMOF, crafter, comics and media fan, and collector of nice hats. If you wish, you may refer to him by his full title, the "Right Reverend Professor Doctor Gray, Father of the Cutest 5 Year Old on the Planet". All of that's true, especially the last part.

BREEZE GRIGAS is the original creator of A.E.G.I.S. A man of many talents, his primary roles are game design, illustration and graphic design, as well as, steering the overall direction of Zephyr Workshop. He holds a Bachelors in Media Design from Becker College and brings years of

professional game design, user experience design, and art skills to the company. He has become one with Adobe and Excel. He likes robot cartoons, RPGs, and bad punk rock.

MICHAEL GRIVAKIS

MELINA M. GUNNETT started out life as a cat, until she pounced on the wrong experiment. (At least that's what she tells the kids). Such is the life off a Mad Scientist... But she gets to wear cat ears for a living. When she's not stirring up trouble in the lab she's a writer, artisan, otaku, costumer and she plays auntie to a little white dog that thinks he's Bolt (sonic bark and all).

CAREN GUSOFF

DR. ABBY HAFER is a biologist, writer, and speaker on the topics of evolution, Intelligent Design, and Creationism who believes that humor is often the best way to puncture a bad argument. She has written a book titled *The Not-So-Intelligent Designer* and has been interviewed on NPR and other radio outlets. She grew up living lots of places, which convinced her at an early age that what is considered "normal" changes with both time and distance. She has a B.A. in Biology from Swarthmore and a PhD in Zoology from Oxford University. She worked for the National Marine Fisheries Service on a Japanese fishing ship in the Bering Sea where she won a push-ups contest with the ship's officers. She researched sleep, circadian rhythms, and respiratory physiology. She teaches Human Anatomy & Physiology at Curry College. She enjoys outdoor sports, thinks that geeks should do more of them, and has traveled widely, often to places that many people can't find on a map.

JAMES HAILER is a science fiction writer, comic book artist, a teacher in Thailand[,] and opponent of the Oxford comma. People in Japan think he's cool.

PHILLIP HALLAM-BAKER is a member of the CERN team that developed the original specifications for the World Wide Web; Hallam-Baker predicts the future the old way, by inventing it. With numerous patents and contributions to IETF, W3C and OASIS standards, Hallam-Baker is a recognized authority on Internet security, cryptography, and Internet Crime. Active in the replica prop building community for the past five years, the full scale Dalek he built (which visited Arisia in 2012) uses the same materials and techniques as the original prop. He is currently working on a TARDIS and Han in carbonite, both full scale.

MELISSA HAMILTON

ELEKTRA HAMMOND emulates her multi-sided idol Buckaroo Banzai by going in several directions at once. She's been involved in the copyediting and proofreading end of publishing since the 1990s for presses small and large and nowadays concocts anthologies, writes the occasional short story, and is a freelance editor and movie reviewer. Her latest story, "Salamander Bites", appears in the anthology *Temporally Out of Order*. Elektra lives in Delaware with her husband, Mike, and the cat herd of BlueBlaze/Benegesserit catteries. When not freelancing or appearing at science fiction conventions, she travels world-wide judging cat shows. Find Elektra on Facebook (Elektra Hammond), Twitter (elektraUM), LiveJournal (elektra_h), g+ (Elektra Hammond), and building her website at <http://www.untilmidnight.com>.

FOREST HANDFORD is a fire artist from Berlin, MA. He works as the DevOps Lead at Affectiva. 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 recently founded VoteSquared.org, the site for rating politicians.

For more than 10 years, **MATT HARMONY** has been a member of a created polyamorous family called Harmony House, located in upstate New York. Depending on who's counting, there are roughly a dozen members. Five are children, of differing biological parentage, but being raised together as siblings. He makes his living as a media professional. He is also a writer, semi-professional musician, movie Geek, SCAdian, scotch drinker, and grad student. For his Master's capstone, he is currently working on an online magazine focusing on alternative parenting and alternative families.

BUZZ HARRIS is a former Arisia conchair and, in his real life, was the Executive Director of the Ida B. Wells Center for Investigative Journalism. He recently retired to take up life as a professional mosaic artist (and sometime troublemaker).

JOHN G. HARTNESS is a teller of tales, a righter of wrong, defender of ladies virtues, and some people call him Maurice; he speaks of the pompatus of love. He is also the best-selling author of EPIC Award-winning series *The Black Knight Chronicles* from Bell Bridge Books, a comedic urban fantasy series that answers the eternal question "Why aren't there more fat vampires?" He is also the creator of the comic horror *Bubba the Monster Hunter* series and the creator and co-editor of the *Big Bad* series of horror anthologies from Dark Oak Press and Media. In 2015, John launched a new dark fantasy series featuring Quincy Harker, Demon Hunter. In his copious free time John enjoys long walks on the beach, rescuing kittens from trees, and recording new episodes of his ridiculous podcast *Literate Liquors*, where he pairs book reviews and alcoholic drinks in new and ludicrous ways. John is also a contributor to the Magical Words group blog.

GLENN HAUMAN has over 25 years of experience in publishing and was a pioneer in ebooks. Mr. Hauman has worked as an author, graphic designer, editor, photo retoucher, CD-ROM producer, story consultant for films, and radio show host. His *Star Trek* book, *Creative Couplings*, received worldwide press coverage for its portrayal of the first Klingon-Jewish wedding. In addition to *Star Trek*, he's written other licensed tie-in works for *X-Men* and *Farscape*, and urban fantasy for Baen Books, plus he was the colorist for Mike Grell's *Jon Sable Freelance: Ashes Of Eden* graphic novel as part of his work for ComicMix (<http://www.comicmix.com>). His most fun work is with ComicMix Pro Services, where he says "anything that a comic creator doesn't want to deal with, or know how to do... we do. We provide everything you need to make your comics great."

ROSE HAYES started reading science fiction and fantasy at the age of 8 and began attending science fiction conventions at the age of 16. Rose came out as queer in the early 1980s. More recently, she began to understand that she was trans and eventually came out again. Rose is Jewish and is an active member of Sha'ar Zahav, one of the oldest LGBTQ focused synagogues in the country. Rose is active in LGBTQ in rights. She serves on the boards of the Transgender Law Center and the National LGBTQ Task Force. In 2014 she co-lead a workshop on developing board service skills at Creating Change, the largest national conference for LGBTQ rights. Rose is an Engineering Director in the Research Organization at Google. Her most recent efforts have been focused on the issues at the intersection of privacy and machine intelligence. Prior effort includes leading development of Google's Knowledge Graph, a knowledge base of several billion facts.

A New England native, **WES HAZARD** was named as one of "5 Boston Comedians to Watch" by The Boston Globe Magazine. A writer and storyteller as well as comedian, Wes brings wit, energy and honesty to the stage, qualities that have made him a regular performer in Boston venues as well as at The Boston Comedy Festival and The Women in Comedy Festival. Wes is a multiple-time winner on The Moth StorySLAM stage and he's appeared as a guest on the Comedy Bang!

Bang! Live! podcast – based on the critically-acclaimed IFC television show -- with Scott Aukerman & Paul F. Tompkins. Wes is also always down for delivering a multimedia presentation about comic book advertising or the critical role of Matthew Lillard in American horror cinema. He wishes you only the best.

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 *Analog*, *Nature Futures*, *Asimov's*, *Interzone*, *Twilight Zone*, *Daily Science Fiction*, and several anthologies including *Year's Best Horror Stories*, *Great American Ghost Stories*, *Extreme Planets*, *Decopunk*, *Extreme Planets*, and the upcoming *Conspiracy!*. His non-fiction has appeared in many other magazines, including *Optics & Photonics News*, *Omni*, *Earth*, *Analog*, *Cosmos*, 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 Caltech.

TAYLOR HEFFERNAN

DANIEL HENNESSEY

LISA HERTEL is an artist from a long line of artists (to be continued). She usually works in clay and watercolors, but has been known to work with pencils, glass, paper, metal and more. In her spare time, she helps run literary science fiction conventions; including being the chair of Arisia 2014. Visit her at Western Avenue Studios in Lowell, studio #109, where she offers art classes for children and adults.

HILARY L. HERTZOFF

ANDY HICKS co-wrote 2010: *Our Hideous Future* six years ago and still won't shut up about it. He's a musician, writer, director, actor, and, professionally, a radio and TV producer for WGBH. As part of his actual job - he's developing a public radio show/podcast best described as "This American Life Goes to Arisia." The show will focus on fan culture in an intelligent yet humorous way, with a focus on deeper cultural meaning (where does ____ come from?), and issues of diversity and identity. He regards *Doctor Who* the same way a Jesuit monk regards the scriptures. Eventually, he will die and be forgotten, and the universe will collapse, slowly but steadily, into heat death. Also, he makes excellent crepes!

WOODROW HILL is one the few male Raqs Sharqi artists in the world, better known as "belly" dancers, having started over 20 years ago. His day job as a programmer with a focus on security issues gives him an 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 looks into the past as a member of the Society of Creative Anachronism, specializing in researching Medieval Era "belly dance" and 15th Century Ottoman culture, and into the future via interests in broader layperson science activities; focusing on issues surrounding Evolution.

LEE C. HILLMAN, aka Gwendolyn Grace, is a contributing editor and author in the *Bad-Ass Faeries* series (Dark Quest Books), as well as, the anthology *TV Gods* (Fortress Publishing). As Gwendolyn Grace, she is a singer-songwriter, an avid fan-fiction author, and a conference planner. In her third alter-ego, Lee Carter Browne, she is a theatrical and radio (voice) actor. Lee is the President of HPEF, Inc.; an organization which produced *Harry Potter* conventions between 2003

and 2012. She is also a member of the Society for Creative Anachronism. Since September, 2008, she was a player-author and moderator in the journal-based role-playing game *HP Alternity* on Dreamwidth.org, which reached its planned conclusion in September, 2015. Although Lee is seeking more gainful employment, she looks forward to getting back major amounts of time which can be used for other projects; like the CD she has been promising herself to produce or more likely endlessly playing *BushWhacker2*.

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 currently Arisia '16 Masquerade Director. SamuraiX47.

STEVEN HIRSCH has been training with swords since 2006 and in unarmed martial arts since 1998. He first started with Higgins and now teaches at his own school, Athena School of Arms. Since starting to play with swords, he has stopped having other hobbies and now has only variations on playing with swords; making medieval clothes and armor or researching Medieval Combat. Steven is also a professional strength coach focusing on performance for combat sports and martial artists; his business being Fight with All Your Strength. He is studying to be a physical therapist--which may be useful given his hobby.

JAMES HOLDER

ANASTASIA HOLT has been sewing for 13 years and competing/ costuming for about 8 years. She has learned a variety of techniques from the many mentors and friends. She is constantly learning about different things, such as armor and beading. She is still honing her skills as a costumer and is always eager to teach others what she knows.

SHARONE HOROWIT-HENDLER is a linguistic anthropology graduate student, currently working on her PhD. She is studying how we create and present our gender identities through language. In her free time, she is a LARPer, playing in boffer LARPs, Camarilla, playing GMing, and writing theater style LARPs. She is an avid reader, board and table top gamer, who also sings, writes music (though rarely), and makes adorable jewelry and pins out of Sculpy. She is a member of the Tesseract Players of Boston and looks forward to performing for you at Arisia 2015.

DIANA HSU

CRYSTAL HUFF spends her time saving the world and chasing down conventioners. This is rather similar to saving conventioners and chasing down the world, it turns out. She was convention chair of Arisia 2011, Relaxacon 2011, Readercon 23, Readercon 24, Readercon 25, and co-chair of JOFcon I. Crystal is now excited to be a co-chair of Worldcon 75, the 2017 Worldcon in Helsinki, Finland. It's possible Crystal enjoys volunteering for conventions. :)

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. His latest novel *Elements of Mind* from Spencer Hill Press was published in July 2014 and his 1632 novel *1636: The Cardinal Virtues* appeared in 2015. 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.

NAOMI IBASITAS

IMPROBABLE RESEARCH

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

The Comiku Girls, Akiko Meigetsu and **LI IZUMI**, have had a pencil (or brush) in their hands 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 in 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 Brush-painting). 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 Return of Black Murray" will appear in *Asimov's*. He is the author of five other novels, including *Carve the Sky*, *Nimbus*, and *Deepdrive*, and a number of short stories. He lives in Cambridge, Massachusetts.

RM SEAN B. JAFFE of Nerdy City is the East Coasts' premier LARP company for Eschaton Media's Chronos Universal Live Role Playing system. Famous for their continuing ExArcana urban fantasy campaign at New York City's incredible Lovecraft Bar and their legendary "Pacific Rim" fan LARP, Nerdy City has made a name for themselves as expert storytellers with top-notch production values. Nerdy City strives to excel in terms of drama, entertainment, and immersion.

VICTORIA JANSSEN reviews for *Publishers Weekly* and she blogs about romance at *Heroes & Heartbreakers* and mysteries at *The Criminal Element*. Her novel-length erotica includes *The Duke and the Pirate Queen* and *The Duchess, Her Maid, The Groom and Their Lover*. *The Moonlight Mistress* is set during her favorite historical time period, World War One, and its electronic-only sequel is titled *Under Her Uniform*. Her erotic short stories, many of them historical or speculative, are available in numerous anthologies and as e-books. Find out more at <http://victoriajanssen.com>.

ALEX JARVIS is a Meat Popsicle.

FREDERIC JENNINGS is an attorney at Tor Ekeland, PC, where he defends hacktivists, challenges the DMCA's oppressive effect on researchers, and litigates on issues including copyright, trademark, digital privacy, and corporate formation. Prior to joining Tor Ekeland, PC, he was Lead Researcher and Development Coordinator at the International Legal Foundation, where he consulted and researched indigent defense systems in Afghanistan and the West Bank. His prior speaking engagements include: *National Lawyers Guild DisOrientation: Alternative Legal Careers Panel* (2013, 2014, 2015), *Know Your Rites: A Discussion on Magic and the Law* (2014), *Public Defense on the Front Lines: Criminal Legal Aid Provision in Post-Conflict and*

Transitional Nations (2013) and *The Rights of the Bedouin: Land Disputes, Water Deprivation, and Village Demolition* (2012). When not lawyering, he can be found writing, reading, or building improbable machines capable of excessive velocities.

RACHEL KADEL-GARCIA is a bookbinder and librarian living in Medford, MA. She holds an MS in Library Science from Simmons and an MA in Conservation Studies from the University of Sussex.

JULIET KAHN has been covering comics, games, and other media professionally for two years. She has written for *Comics Alliance*, *Publishers Weekly*, *Kotaku*, *Boing Boing*, *Fresh Romance*, and a number of other outlets.

DEBORAH KAMINSKI is Professor Emerita of Mechanical Engineering at Rensselaer Polytechnic Institute. She is the author of over 80 peer-reviewed articles in technical journals, an invited article in the *New York Times*, a featured article in *Science*, with associated podcast, and an engineering textbook published by John Wiley & Sons. Her research specialty is thermal and fluid processes, including solar energy, computational fluid dynamics, and artificial intelligence. Kaminski's debut novel, *Damians Workshop*, is a tale of adventure and discovery where a graduate student is cast back in time to the Fourth Crusade. Kaminski lives with her family in Schenectady, NY.

SEAN KANE is a Witch, Shaman, Professional Psychic, Metaphysical Engineer, Rune Valder Master, and Reiki Master. Sean (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 a feminist and activist committed to making the fandom community safe and comfortable for anyone who wants to participate.

FAITH KARKLIN was introduced to Arisia in 2008 and has found herself returning every year since. Apparently she can't resist a weekend spent dancing and discussing books. She's a member of a local meet-up group called New England Asexuals. She irregularly updates a blog called "I'm Ace, Ask Me How!" to share some of her thoughts and respond to questions posed by that friends, family, and acquaintances.

JEFF KELLER is a Boston-area song session leader and occasional filker. He's run the Arisia chantey 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 Manager.

JUSTIN T. KELLEY

DIANE KENEALY, aka 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.

RACHEL KENLEY is a Jersey Girl currently trapped without good diners or boardwalks in New England. She (www.rachelkenley.net) is a

novelist, workshop leader, radio host, and co-founder of the Writers Business School (www.writersbusinessschool.com). She is the best-selling author of five erotic romance novels and editor/contributor to nine anthologies. When she is not writing, she is homeschooling her sons, trying unsuccessfully to keep up with laundry, and laughing as much as possible. Her radio show, *The O Spot*, is new every Wednesday at 10 pm EST on www.ontimes.com and encores several times during the week. She can also be found (perhaps a little too much) on Facebook (www.facebook.com/authorrachelkenley). She is the Vice President of Broad Universe and a member of Romance Writers of America and the International Women's Writers Guild. She loves reading, chocolate, her morning cup of coffee, and retail therapy. Let's have coffee and shop!

PAUL KENWORTHY began historic costuming and making armor and swords back 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 has recently expanded his costuming and prop making into cosplaying anime and video game characters.

ANGELA KESSLER'S longstanding interests include Morris dance, Kalevala, cheese making, singing and other enjoyment of trad music, sewing (esp. historical and wedding gowns), crochet, and learning about how the world works. Passing whims include knitting, needle felting, and shoemaking. 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, cheese maker, 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 chantey 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".

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 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 and was a finalist for the Compton Crook Award for best first novel. In September 2014 he became editor of *The Jewish Advocate*, the nation's oldest English language Jewish newspaper.

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 superhero 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.

KI-RA LUNA

ANDREW KIRSCHBAUM

KIMBERLY KLIMCZUK

After a ten-year career in the defense and high-tech industries, **JOHNNA Y. KLUKAS** left the engineering world to become a full-time artist and woodworker. Johnna was born in eastern Massachusetts and attended the University of Massachusetts at Amherst, where she received her BS in Computer Science and her MSECE in Electrical and Computer Engineering. She is a member of the American Association of Woodturners, the Southern Maine Woodturners, the Maine Woodworkers Association, the Association of Science Fiction and Fantasy Artists, and the Computer Society of the Institute of Electrical and Electronics Engineers. Her website is: www.jykbboxes.com.

AMBER P. KNIGHT is the hostess of *Black Chick Watching* podcast. She has been a featured storyteller with MassMouth and has done Stand-up comedy in the Naked Comedy Showcase. To date she has produced and performed four one-woman theater shows, presented workshops on improving body image using the performing arts, and performed in a number of theatrical productions. As a speaker with NAMI (National Alliance on Mental Illness), she talks candidly about living with bipolar disorder.

RACHEL KORY has been with Scovil Galen Ghosh Literary Agency, Inc. since 2011. She is a graduate of Mount Holyoke College, where she studied Classics. As a literary agent and digital strategist, Rachel is interested in all things new media; she works to integrate authors into an increasingly electronic world. As a lover of genre fiction and media, she is fascinated by the blurring of lines between fan and professional. She is a home-brewer, costumer, plays roller derby, does Muay Thai, and is a member of the 501st Legion and Rebel Legion *Star Wars* costume organizations.

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.

MATTHEW KRESSEL is a multiple Nebula Award-nominated author and World Fantasy Award-nominated editor. His debut novel *King of Shards* was published in October 2015. His short fiction has appeared in such venues as *Lightspeed*, *Clarkesworld*, *Nightmare*, *io9.com*, *Beneath Ceaseless Skies*, *Interzone*, *Apex Magazine*, and the anthologies, *After, Naked City, The People of the Book*, and other markets. From 2003 to 2010 he published *Sybil's Garage*, a speculative fiction magazine. And he also published the World Fantasy Award-winning *Paper Cities*. He co-hosts the Fantastic Fiction at KGB series with Ellen Datlow in Manhattan and is a member of the Altered Fluid writers group. He studies Yiddish in his spare time and is a programmer by trade. Find him online at www.matthewkressel.net and @mattkressel on Twitter.

BOB KUHN is a professional voiceover artist. Speculative fiction and science credits include audiobook titles by Mike Resnick, Carl Sagan, YA author William Sleator, Jeff Carver, and Thomas Burnett Swann. (Plus audiobooks of history and historical fiction, true crime and mystery.) Bob has also provided fantasy MMORP NPC

game voices for *Dungeons and Dragons Online*, the ill-starred 38 Studios, and a dark fantasy out of Singapore. As an expatriate Australian, Bob has done readings at North American Cons for antipodean authors unable to attend. He is the co-inventor of both serious (*Master of Disaster*) and fun (*ChronoCollisions*, *Artifactual*) games and game-shows; many of which he has hosted at various world and regional cons. Visit bkvoice.com for more information. He is also a higher education I.T. management consultant.

BETTINA M. KURKOSKI is the creator/writer/artist of *My Cat Loki* volumes 1 & 2, now available from TOKYOPOP, and 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. She has 20+ years of experience teaching comic art to all ages through various events. She is currently working on the webcomic, *RomeoXJulien* (justyaoi.com) with co-creator Mary Dumas, and has developed and launched websites for Nauticon, Worldcon, Ohayocon, Just Yaoi & Dreamworld Studio. You can see more of her artwork at www.dreamworldstudio.net.

SIOBAN KRZYWICKI

ALISA KWITNEY SHECKLEY is the multi-published author of adult and YA novels, graphic novels and non-fiction, including the Eisner-nominated mini-series *Destiny*, the top-selling *Batgirl Convergence* issues, and the newly re-released *Children's Crusade* hardcover, written with Neil Gaiman. 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. You can visit her website at www.alisakwitney.com.

ADRIA KYNE

DAVID LAROCHELLE is a researcher at the Berkman Center for Internet & Society who works at the intersection of computer science and social science. 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 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.

MARNEN LAIBOW-KOSER is a composer, multi-instrumentalist, software developer, and linguistics nerd. He is currently trying to figure out how to make a master's degree in music profitable.

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, a second-generation SF fan, a writer, and a veteran GM. As a neo-pagan trans lesbian feminist, she's an outspoken advocate for religious tolerance, LGBT rights, and social equality. As Amazon Pink, she is involved in the *Power Rangers* cosplay scene, in addition to portraying assorted other characters. She currently writes as Themiscyra on *Archive Of Our Own* and as Lorelei LaCroix on FanFiction.net, and is hard at work on her first original novel, a queer supernatural romance entitled *Fall*. Her fandoms include *Power Rangers*, *Star Trek*, *Avatar: The Last Airbender*, *Disney's Gargoyles*, *Wonder Woman*, *Ms. Marvel*, *Image Comics*, and virtually anything by Seanan McGuire.

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 and whichever of their 3 kids happen to be in residence, plus a cat.

JET LEVY is a poly, pan/bi sexual, kinky artist, and business lady. She is a feminist, an activist, a community member and leader. Art is not an activity of leisure, but a passionate demand that our world have a better, brighter tomorrow. Her work can be found splashing across the stage, perched upon the page, blasted through comic books, woven in the fiber arts, breathing new life into up-cycled sustainable art installations, punctuating pop up funnies, and clarifying educational notation in morphologically descriptive diagrams.

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 has attended Arisia for over a decade and has previously worked the Art Show. This is her second year doing a panel (but is still working the Art Show - come buy some art!). She possesses a diverse number of interests, including modern architecture preservation, crocheting, and genealogy.

BRIAN LIBERGE is a father of one, living on the North Shore, MA. As a freelancer he's worked with Kobold Press, Raging Swan Press, Gygax magazine, and the Gamer Assembly. He loves home-brewed ideas, is honest to a fault, and loves converting content between systems. Additionally, he has backgrounds in Theatre Arts and Technology which often influences the way he works and his writing. Currently he's the owner and Creative Director of Beer Star Games, the makers of *Pulp! - the RPG* and *BEARD! - the Card Game*.

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 romance books (with past forays into general fiction, biography, and young adult). 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. He does not have enough bio space to discuss his dog and his cats.

SHIRA LIPKIN has managed to convince *Strange Horizons*, *Apex Magazine*, *Stone Telling*, *Clockwork Phoenix 4*, and other otherwise-sensible magazines and anthologies to publish her work; two of the

stories have been recognized as Million Writers Award Notable Stories, and have won the Rhysling Award for best short poem. Her nonfiction has appeared at Salon. She credits luck, glitter eyeliner, and tenacity. She co-edits *Liminality*, a magazine of speculative poetry, with Mattie Joiner. She lives in Boston and, in her spare time, fights crime with the Boston Area Rape Crisis Center. Her cat is bigger than her dog.

KEN LIU (<http://kenliu.name>) is an author and translator of speculative fiction, as well as, a lawyer and programmer. A winner of the Nebula, Hugo, and World Fantasy Awards, he has been published in *The Magazine of Fantasy & Science Fiction*, *Asimov*, *Analog*, *Clarkesworld*, *Lightspeed*, and *Strange Horizons*, among others. He also translated the Hugo-winning novel, *The Three-Body Problem*, by Liu Cixin, which is the first translated novel to win that award. Ken's debut novel, *The Grace of Kings*, the first in a silkpunk epic fantasy series, was published by Saga Press in April 2015. Saga will also publish a collection of his short stories, *The Paper Menagerie and Other Stories*, in March 2016. He lives with his family near Boston, Massachusetts.

BRANDEN LOIZIDES

ALISON LOVE

ERIC LOVE is an award-winning visual and performing artist who founded and directs LARP Adventure Program, New England's premier youth LARP provider. In addition to his work in harnessing LARP as a powerful tool for personal development and enrichment among youth, he has designed many games for adults including the popular survival horror campaign, *FAROS: Infection*. For more information on Eric and LARP Adventure Program, check out our website at www.larpadventureprogram.com!

CATHERINE LUNDOFF is an award-winning author and editor from Minneapolis, where she lives with her fabulous wife and cats. She toils in IT by day and writes all the things by night, including a series for SF Signal on LGBT science fiction and fantasy, an article on the history of LGBT horror for *Nightmare* magazine, and lots of tales about things going bump in the night. Her recent stories have or will appear in *Tales of the Unanticipated*, *The Mammoth Book of Jack the Ripper Tales*, and *The Mammoth Book of Professor Moriarty Adventures*. Her novel *Medusa's Touch* (written as Emily L. Byrne) is forthcoming from Queen of Swords Press. Website: www.catherinelundoff.com

MIKE LUOMA writes and publishes science fiction, comics, the weekly *Glow-in-the-Dark Radio* podcast, and hosts middays on The Point, Vermont's Independent Radio Network, where he's the Music Director. His first novel, 2005's *Vatican Assassin*, a science fiction story during an interplanetary Western/Muslim war - introduced "BC", a killer for the New Catholic Church in 2109. The ebook of the novel is available free everywhere! BC's story continues in *Vatican Ambassador* and *Vatican Abdicator*. Mike currently writes *The Adventures of Alibi Jones*, beginning in the novel *Alibi Jones*, continued in *Alibi Jones and The Sunrise of Hur*, *Alibi Jones and The Time War of The Devrizium*, the comic *The Adventures of Alibi Jones*, and the brand-new novel, *Alibi Jones and The Hornet's Nest*. Hear Mike read his work free each week; look for "Mike Luoma" on iTunes for his *Glow-in-the-Dark Radio* podcast and free, downloadable audio books through Podiobooks.com. Find out more at <http://glowinthedarkradio.com>.

MISS M. - Performer, storyteller, costumer, a woman of few words.

JAMES DOUGLAS MACDONALD was born in White Plains, New York. 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 Round Table 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 performs stage magic.

ZOE MADONNA

TEGAN MANNINO is a Librarian, techie, blogger, bookworm, and all around Geek.

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

SCOTT MARCHAND DAVIS

JAN MARIE

DAN 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 (particularly English) poetry in general, Medieval costuming, and Medieval/Renaissance combat. 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. He's also been a fan of anime since he saw something called "Akira" at a Lunacon in 1990 or so...

SHELLEY MARSH is a rocket scientist by day; cook, knitter, spinner, seamstress, actress, model, singer, and weaver by night. Yes, she sleeps; she just has a messy house.

MAX MARTELLI is a freelance artist and illustrator working in the Boston area. Specializing in both oil and digital painting he has worked on various book and album covers nationally. He is also a professional framer and is currently acting Art Director for Pellart Games; a Boston based gaming company in development of their first brand.

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 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.

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*. She is presently happily married to fellow Round Table writer/cartoonist Joey Peters.

ESTEVAN MARTINEZ

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 media and unconventional approaches to solve costuming challenges.

MATHURA

CODY MATTES is a gender non-binary, polyamorous, bisexual, mentally ill, compulsive event planner who uses the pronouns e/em/ eir/eirs. E has been on staff for Arisia and the Transcending Boundaries Conference for years, was a founder of the Five College Queer Gender and Sexuality Conference at Hampshire College in Amherst, MA, volunteers for DevOpsDays Boston, and most recently has co-found the Boston Area Trans Tech Enthusiasts Meetup. In eir professional life, e is a Site Reliability Engineer. Most importantly, e has three cats: Ramona, who doesn't know how to play; Linus, a fluffy orange curmudgeon with a derpy eye; and CiCi, a polydactyl bread thief.

MARLIN MAY is no scientist, but has consumed a steady diet of science books/media as long as he can recall. The first book he remembers reading was *Man in Space* about Mercury 7. His favorite kids' TV show? *Mr. Wizard*. Lately he's been exploring the promise/problems of transhumanism/post-humanism. He's been reading/watching genre fiction a long, long time. His first convention was in Feb. 1979; a tiny gathering in Southern California called "Science Fiction Weekend." He wandered into a room where they were screening episodes of *Commando Cody*. Marlin was transfixed, hooked, captured... doomed. Since then he's attended many a Westercon, Worldcon, NASFiC, Galacticon, Gaylaxicon, Balticon, Equicon, Filmcon, Albacon, Fantasmacon, Boskone and Arisia.

DAN MAZUR

MICHAEL MCCARTHY

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*, and the science fiction *Queen of Roses*, reviewed in *Analog* (Sep. 2014). 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 twelve of those years he was 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, jr. financial 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* and *F&SF*. 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>.

CRAIG R. MCDONOUGH has been associated

with running/helping F/SF conventions in the Boston area for [mumble] years, learning the only way to ensure you can actually see the program items you are interested in is to get scheduled onto them; especially since he seems constitutionally unable to attend a con without volunteering. Professionally a Computing Dinosaur (read: primarily a mainframe developer) for almost as long as he's been working on cons and lay worship leader in the Episcopal Church (like the Roman Catholic church, but without the incense, and only about 10% of the guilt).

MEG MCGINLEY is a professional and Geek, in that order. By day, she dons business suits; fighting for under privileged children and is an adjunct professor. By night she makes games with her business partners, at Games by Play Date, that focus on fun and social justice. One of her hobbies is high-fiving strangers. Help a Nerd out!

REBEKAH MCLAUGHLIN

AMOS MEEKS

JAMES MEICKLE'S professional life has been almost as weird as he is: working on state-level criminal justice and drug policy, studying academic political psychology, building a presidential campaign website, providing web performance expertise to top companies, and most recently improving the reliability of brain scan processing. He currently lives in a poly, kinky, queer home in Somerville where he indulges in hobbies including cooking, event organizing, and crushingly difficult indie rogue likes.

The Comiku Girls, **AKIKO MEIGETSU** and Li Izumi, have had a pencil (or brush) in their hands 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 in 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 Brush-painting). Li has studied Japanese language and culture for over a decade, including a semester in Akita, Japan.

MICHAEL MEISSNER is professionally a computer programmer and works on enhancing the Gnu compiler collection. As a hobby, he is into digital photography and has been the official photographer for some of the small renaissance faires in the area. Around 2010 he started thinking about how to disguise his cameras when at faires. Around the same time, he discovered Steampunk and has made many variations of Steampunk and Dieselpunk cameras, incorporating current digital cameras into various props.

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, in eastern Massachusetts. He has had several articles and op-eds printed in the local Jewish newspaper; some of them even having a bit to do with science fiction and some of them even getting him paid. He continues to like alternate histories, humorous SF/F, and rollicking good adventures with good world-building, and he continues to follow intellectual property issues in the law, because he actually finds them fun to consider. 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; performing the social dances of the Federal, 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-coordinator 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 comic book writer, standup comedian, and director. The pilot for his webseries Superlife can be viewed on Youtube. He is currently working on the short film *The Garden*.

DON MITCHELL is an avid video game and tabletop game player. While his day job is programming websites and iOS apps, at night he designs tabletop games as part of the tabletop game company he also runs (Eye4Games). Additionally, he currently runs the Game Makers Guild and assists with running MegaGames United. At other times, you can find him performing improv as part of an indie team.

ALEXIS MOISAND

JOSEPHINE MONREAL

MORLOCK is a frequent writer for *Anime Maru*, aka "The Onion, but Anime" or "That Crappy Anime Satire Site That Constantly Makes Me Feel Bad About My Choice in Waifu". He feels like this should be longer, but really doesn't have much more to say. Was this even supposed to be in first person? Too late now. If you want to keep up with his hipster anime jokes, head over to *Anime Maru* and check out @TheMorlock where he hardly posts anything. Or you can head over to his small YouTube Channel, *Japanophile*, which he uses slightly more than his twitter.

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.

Portrait of **LEE MOYER** in 4 decades - 1: Starving Artist 2: Smithsonian Museum of Natural History 3: Art Director for EA, Hasbro, Sony, Fox 4: Illustrator for Stephens King & Sondheim, George RR Martin, Tori Amos, Iain M Banks et al., *The Call of Cthulhu*, *Spiderman 2*, *13th Age* and *The Doom That Came to Atlantic City*, a Trio of Literary Pin-Up Calendars. There's a cunning plan forming, so if you'd like to see more Literary Pin-Ups, please let him know. [@lccmoyer](http://www.leemoyer.com)

MURDER BALLADS consists of longtime musicians Catt Kingsgrave and Adam Fromm. The duo released its first album, *Pretty in Scarlet*, in 2014 following a successful crowdfunding campaign and repeated three-hour commute between their homes, and recently appeared as the Music Guests of Honor at Philcon 2015.

MADELYN MYERS is an Editor at *The Mary Sue*. She previously has worked for *Paste Magazine* and the *Boston Phoenix*. Her writing has also appeared in *Offworld*, *iMore*, *Kill Screen*, *re/Action*, *Gameranx*, *The Border House*, *Slice of MIT* and *MIT Technology Review*. She plays the keytar and sings in a nerdcore pop rock band called the Robot Knights.

THOMAS NACKID is a graphic designer and illustrator who lives in Bethel, Connecticut. Over the years he has created illustrations and layout design for various publishers including Terrific Science Press, Scholastic Books, Sumner Communications, Firewheel Editions, Cynterpubs Information Resources and the cover art for the Mundania Press's re-release of the best-selling *Bad-Ass Fairies* anthology series. He's now

the owner and operator of Geeks Bearing Gifts (<http://GeeksBearingGiftsTNA.etsy.com>) a shop that specializes in artistic, high quality, handmade jewelry and artwork for Geeks, Nerds, braniacs and those who love them! (Stop by the booth in the dealer's room.)

EMILY NAGOSKI is the author of a *New York Times* bestseller (Simon & Schuster, 2015). She has a Ph.D. in Health Behavior, with a doctoral concentration in human sexuality from Indiana University (IU), and a Master's degree (also from IU) in Counseling, with a clinical internship at the Kinsey Institute Sexual Health Clinic. She also has a B.A. in Psychology, with minors in cognitive science and philosophy, from the University of Delaware. While at IU, Emily taught graduate and undergraduate classes in human sexuality, relationships and communication, stress management, and sex education. A sex Nerd among sex Nerds, Emily has the lowest Erdős number of any sex educator in the world. She lives in western Massachusetts with two dogs, two cats, and a cartoonist.

DAVID NEILSON

LISA NEILSON

RESA NELSON is the author of the *Dragonslayer* series, a 4-book epic fantasy series with a female hero. *The Dragonslayer's Sword* (Book 1) was nominated for the Nebula Award and was an EPPIE Award finalist for Best Fantasy Novel. She is currently at work on the 4-book *Dragonfly* series, a follow-up to the *Dragonslayer* series. The first two *Dragonfly* books are in print, and the third has an anticipated publication date in March. Nelson's standalone novels are *Our Lady of the Absolute* and *All Of Us Were Sophie*. 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. Get a free ebook at her website at <http://www.resanelson.com> and follow her on Twitter @ResaNelson.

KATE NEPVEU (pronounced "NEHV-you", the "p" is silent) is a reader, fan, and reviewer. She was born in South Korea, grew up in Massachusetts, and now lives in upstate New York. There, she practices law and is raising a family; in her copious free time, she writes (for her blog, kate-nepveu.dreamwidth.org, her booklog, steelypips.org/weblog/, and Tor.com, where she recently re-read *Jonathan Strange & Mr Norrell*) and runs Con or Bust, which helps fans of color/non-white fans attend SFF cons. She's got an overdeveloped sense of responsibility; it's going to get her into trouble some day.

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 BeauTease (www.BostonBeauTease.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.

JOSHUA A. C. NEWMAN is the publisher of the literary SF roleplaying games, *Shock: Social Science Fiction* and *Shock: Human Contact*, as well as *Mobile Frame Zero*, the tabletop wargame of tiny giant LEGO robots. He is an avid proponent of independent media, and produces his own Patreon-funded speculative fiction on his blog, 'xenoglyph', visible at glyphpress.com.

THE NIXIES

LYNN NOEL

NYC HARRY POTTER is part of a larger fan organization: The Group That Shall Not Be Named, Inc. This NYC based non-profit is dedicated to spreading the Harry Potter fandom by providing its members opportunities to express their creativity and passion. Along with the Meetup, TGTSNBN, Inc. is also the parent of the NY Badassiliks, a NYC community Quidditch team, MISTI-Con, a bi-annual Harry Potter convention in New Hampshire and Coal Hill Con, a Doctor Who convention also in NH.

ANNE NYDAM is an essentially self-taught artist, making mostly relief block prints, primarily self-published author writing mostly juvenile mostly fantasy, former middle school teacher still making classroom guest visits whenever possible, current stay-at-home mother, and negligent housekeeper. Anne has been creating fantasy worlds since childhood and continues to bring wide-ranging curiosity to the work of art, writing, teaching, and mothering.

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 past Vice President of the Northern Lights chapter of the International Costumers Guild.

A. J. ODASSO'S poetry has appeared in a number 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*, *Stone Telling*, *Farrago's Wainscot*, *Through the Gate*, *Liminality*, *inkscrawl*, and *Battersea Review* (just to name a few). Her debut collection, *Lost Books* (Flipped Eye Publishing, 2010), was nominated for the 2010 London New Poetry Award and for the 2011 Forward Prize, and was also a finalist for the 2011 People's Book Prize. Her second collection with Flipped Eye, *The Dishonesty of Dreams*, was released in August of 2014. Her two chapbooks, *Devil's Road Down* and *Wanderlust*, are available from Maverick Duck Press. She holds degrees from Wellesley College and the University of York (UK), and she is currently a 2015-2016 Creative Writing MFA (Poetry) candidate at Boston University. She also serves as Senior Poetry Co-Editor at *Strange Horizons* magazine.

JENNIFER OLD-D'ENTREMONT is a hobbyist costumer with a taste for recreating both sci-fi/fantasy characters, as well as, historical and ethnic dress. While working as a medical technologist pays the bills, she finds that it's the fannish endeavors that make life interesting. She's never read the instruction manual that came with the sewing machine and can't make herself follow the instructions of a pattern to save her life. Her soap box is empowering creative expression through costuming regardless of perceived limitations, as well as making the hobby accessible to all. She is a chronic organizer and often finds herself involved with conventions in roles ranging from walk-on volunteer to sector director and most stages in between. She is on her third year of managing the costuming track here at Arisia.

Jennifer lives in Kansas City with her spousal unit and an assortment of furry, four-legged children.

DANIEL JOSÉ OLDER is the author of the *Bone Street Rumba* urban fantasy series from Penguins Roc Books and the Young Adult novel *Shadowshaper* (Scholastic Arthur A. Levine Books, 2015), which was nominated for the Kirkus Prize in Young Readers Literature. *Publishers Weekly* hailed him as a rising star of the genre after the publication of his debut ghost noir collection, *Salsa Nocturna*. He co-edited the Locus and World Fantasy nominated anthology *Long Hidden: Speculative Fiction from the Margins of History*. His short stories and essays have appeared in the *Guardian*, NPR, Tor.com, *Salon*, *BuzzFeed*, *Fireside Fiction*, the *New Haven Review*, *PANK*, *Apex Magazine* and *Strange Horizons* and the anthologies *Subversion* and *Mothership: Tales Of Afrofuturism And Beyond*. Daniel has been a teaching artist for more than ten years. You can find his thoughts on writing, read dispatches from his decade-long career as an NYC paramedic and hear his music at ghoststar.net/, on youtube and @djolder on twitter.

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."

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.

MARY C. OLSZOWKA

SHEILA ORANCH was the oldest member of the original concon, chaired A95 and has worked with hotel contracts, operations, program, events, logistics and marketing. Sheila is a writer, artist, Toastmaster, Tarot reader/teacher, T'ai Chi instructor, animal lover, gardener, chef, ServSafe instructor/proctor, justice of the peace (JP), owner/innkeeper at Coppertoppe Inn & Retreat Center in Hebron, NH and recently joined the board of directors of The Bridge House homeless shelter in Plymouth, NH. Oh, and she used to have "jobs" in Boston such as marketing/client relations manager for a wealth counseling company (estate planning with charitable donations). Sheila is a social progressive who believes we should live/be the future we want to see and that we can have indefinite longevity with good quality of life. We CAN do everything we want, just not all at the same time. Sheila and BFF/hubby Bill Powers are great-grandparents, live with 2 cats, and welcome guests and pets of all sizes to their B&B.

KEVIN OSBORN

What if you could re-live the experience of reading a book or watching a show for the first time? **MARK OSHIRO** provides just such a thing on a daily basis on *Mark Reads* and *Mark Watches*, where he chronicles his unspoiled journey through various series. Since 2009, Mark has been subjecting himself to the emotional journey that one takes when they enter a fictional world for the first time. He mixes textual analysis, confessional blogging, and humor to analyze fiction. All of this earned Mark a Hugo nomination in the Fan Writer category in 2013 and 2014, and he has no plans on stopping. Somehow, he's written the first book in a YA trilogy set in a pre-dystopian world, and he's still determined to fulfill a lifelong goal in the process: to pet every dog ever.

JIM PARADIS is a Certified Picture Framer and owner of Baldwin Hill Art & Framing in Natick, MA. His wife, Tamu, is an artist who has exhibited at many conventions including Arisia and Boskone; Jim did most of the framing for those shows. After working the art show for Noreascon 4, he decided that he would like to make picture framing a career. He has since framed a wide variety of art and objects including sports jerseys, archaeological artifacts, surgical instruments, and Vise-Grips just to name a few. His gallery is also the current representative of the fine art works of Richard M. Powers.

JON PAWELKO

JENNIFER PELLAND (Zia) is a Boston-area bellydancer and occasional radio theater performer, and a former science fiction writer. She dances at venues as varied as the Athenian Corner Restaurant, the Watch City Steampunk Festival, and this convention. As a writer, she was a two-time Nebula finalist for her short fiction, and her collection *Unwelcome Bodies* and novel *Machine* were published by Apex Publications. She has also written essays for the Hugo nominated books *Chicks Unravel Time* and *Queers Dig Time Lords*. You can find her online at www.jenniferpelland.com and www.tassellations.com/zia.

KRIS PELLETIER is a mechanical engineer who got into college with an essay about how she wanted to be B'Elanna Torres growing up and now designs military equipment - 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 A16 Division Head for Youth Services).

As **MISTY PENDRAGON**, Gayle Blake is a published writer, editor, and jewelry maker. Currently she writes for the website www.goodtobeageek.com, and runs a horror podcast, *Scream Sisters - Women Who Love Horror* (<https://m.facebook.com/screamsisterspodcast>). She has been doing panels at cons for too many years now, and you would find her on pretty much every Joss Whedon. Favorite quote is, "We have done the impossible, and that makes us mighty," by Joss Whedon.

A longtime GM, participating and running games since 1978, including long-running games, **PERCIVAL** 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

A Disney obsessed, Harry Potter loving, sassy feminist, **MELISSA PERREIRA-ANDREWS** hails from the North Shore where she is a cog in the corporate machine. She is a member of the Tesseract Players of Boston (her found family), playing multiple roles in a variety of productions. In addition to shadow casting, Melissa volunteers for a leadership conference for high school girls where she teaches a week long course on feminism and the portrayal of women in various forms of media. Catch her craft fails, cooking triumphs, and feminist musings at <http://cupcakesandcrossbows.blogspot.com>

ISRAEL PESKOWITZ (Izzy) is a professional photographer, proficient plumber, a budding community activist, 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.

JESSA PHILLIPS is Editor-in-Chief & Broadcast Director of Good To Be A Geek Media Network, a network including GoodToBeAGeek.com, as well as a number of geek related podcasts 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 also produces a number of podcasts, including *Storm of Words*, a *Game of Thrones* Fan podcast, 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 podcasting to video games to web entertainment. Ms. Phillips was honored to return as a 2015 judge for The Geekie Awards in the Podcasting and Video Game categories.

PHOENIX SAVAGEAUX

JULIA PILOWSKY - Jules is an evolutionary biologist, speculative fiction reader and writer, and purveyor of bizarre fanfictions. Her favorite books include *The Dispossessed*, *His Dark Materials*, and *Animorphs*.

KIM PINTO - Winner of the 2015 Literature out of Space Award for Comedic Fantasy, KT not only writes about vampires, mutants, witches, merfolk, werebeasts, deities, courtesans, criminals, and pop stars (sometimes all in the same story), but she also writes a blog called *KT Pinto's Naughty Thoughts*, is an editor for cPf Publishing, and is a reviewer/reporter for *Nth Degree Magazine*. For more information and some Naughty Thoughts, go to www.ktpinto.com.

SUMMER PLUM - Cooks a good meal, chronic illness & pain advocate, professional patient, lover of stories & soft critters, strong minded redhead.

POST MERIDIAN RADIO PLAYERS

DR. JAMES PREGO is a naturopathic doctor from Long Island, NY. Dr. Prego is a past recipient of the NYANP's Physician of the Year award. He is an adjunct professor of Biology at Molloy College and Touro College School of Health Sciences. Dr. Prego is a longtime fan of science fiction and enjoys discussing xenobiology, health in space, life extension, fusions of biology and technology, how natural ways of healing fit in a sci-fi/high-tech world, and many other topics both science related and non-science related. He is the New York Delegate to the American Association of Naturopathic Physicians, and spent 6 years as a board member of the New York 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. He also has interests in acting/shadowcasting, EMT volunteering, gaming, and more.

ANTONIA PUGLIESE is a girl of many talents. She once went for 125 days of school wearing a different costume each day and never repeating. She has costumed several productions for the Harvard-Radcliffe Gilbert & Sullivan Players and other theater groups, demonstrates 18th smallsword with the Higgins Museum Sword Guild, and teaches vintage dance and performs with the Commonwealth Vintage Dancers.

BARBARA PUGLIESE is a historian of both clothing and dance. She is Artistic Director of the Commonwealth Vintage Dancers. She teaches historical dance in the Boston area and has been invited to teach in England, Austria and Denmark.

JULIA PUGLIESE is a part-time superhero and a part-time magical girl.

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. Despite only a few months in Raleigh, NC, she has already met the local Honor Harrington fan club and attended their convention, as well as helping out with Balticon. This year she is helping out in programming. Despite moving far foreign, she will be back helping out the Arisia Masquerade this year.

VICTORIA QUEENO is the founder and President of the Boston Whovians, a Boston-based *Doctor Who* fangroup boasting over 1,600 members that hosts meetups and photoshoots around the New England area. Tori is a recently-college-graduated "real adult" aspiring to write and costume for a living. In the meantime, Tori sells books and works frantically to make the Boston Whovians an entity of somewhat-organized chaos with love and support from a Tenth Doctor/Boyfriend and cats.

RICHARD RALSTON has been a fan of science fiction and anime since the late 60's. Rick has been staffing conventions the past 15 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.

NALIN A. RATNAYAKE is a former NASA propulsion engineer turned science teacher and fiction writer. He holds a B.S.E. and M.S. in Aerospace Engineering and has published 11 peer-reviewed papers on supersonic airbreathing propulsion, environmentally responsible aviation technologies, and advanced access-to-space systems. Nalin also holds an M.Ed. and currently teaches Physics at an urban public high school in Boston. He is triple-licensed as an educator: in Physics, English as a Second Language / Sheltered English Immersion, and Teaching Students with Moderate Learning Disabilities. Nalin writes fiction as N.A. Ratnayake. His stories have appeared in *Crossed Genres* magazine as well as the post-colonial SF anthology *We See A Different Frontier*. His new sci-fi political thriller, *Red Soil Through Our Fingers*, explores wealth disparity and worker exploitation in a future of corporate-controlled space colonization.

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 science fiction, dark fantasy, horror, and the occasional poem from her little corner of Massachusetts. Her poetry has been published in *Tales of the Zombie War*, *Strong Verse*, *The Wayfarer: A journal of Contemplative Literature*, and *Eternal Haunted Summer*. Her short fiction has appeared in *Luna Station Quarterly* and the anthology *The Deep Dark Woods* (2015). Suzanne's first chapbook of poetry, *Interview with the Faerie (Part One): and Other Poems of Darkness and Light* was published in 2013. A life-long sci-fi and science geek with degrees in communication and sociology, Suzanne is currently writing a dark fantasy novel, and has several short stories at various stages of completeness. She's blessed with a tolerant husband, two mischievous black cats, and two amazing kids. Find her online: <http://suzannereynoldsalpert.com/>.

MARK W. RICHARDS - fan, sometime smof,

and kinkster, I got started early, reading SF and fantasy as soon as I could reach the bookshelf (which admittedly wasn't very high). I started going to cons as soon as I was able to after hearing of them (1978), and way too soon I found myself working on them as well. Some years later (early 90s), I discovered kinkdom, both by itself and where it crossed over with fandom. I've been on committees and worked for both conventions and kink events, as well as served on the boards of organizations in both milieus. My latest project is chairing Lunacon later this year. I'm 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, starting at Arisia 2014, has been an interesting experience which I'm looking forward to repeating.

JULIA RIOS is a writer, editor, podcaster, and narrator. She was a fiction editor at *Strange Horizons* from 2012-2015 and is co-editor with Alisa Krasnostein of *Kaleidoscope: Diverse YA Science Fiction and Fantasy Stories* and the *Year's Best YA Speculative Fiction* series. Her fiction, articles, interviews, and poems have appeared in *Daily Science Fiction*, *Apex Magazine*, *Stone Telling*, *Goblin Fruit*, and several other places. She's half-Mexican, but her (fairly dreadful) French is better than her Spanish.

SANTIAGO RIVAS is currently celebrating over 30 years as a sci-fi enthusiast, ever since his exposure to works like *Tron*, *The 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 ten years and the Heinlein Society Naughty Nurses for six 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*, *Doctor Who* or *Final Fantasy*.

PHOEBE ROBERTS is the theater artist and dramatic writer who created the *Mrs. Hawking* shows, a dramatic series of steampunk superhero stories that answer the question, "What if Sherlock Holmes were a lady Batman?" More information can be found on the project website, www.mrshawking.com. Robert's other work in theater and writing can be found at her personal site, www.phoeb roberts.com.

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.

CLAIRE ROJSTACZER

MINK ROSE

NOEL ROSENBERG has been running conventions for more years than not. He has worked on several major regionals, including Philcon and Balticon, as well as Gaylaxicon, several gaming conventions, and a couple of Worldcons. Arisia is his home convention. Proving he has no friends, he has worked on every Arisia since '91, filled almost every division head position at least once, held several officer positions in Arisia Corporate, and in a past life was the Conchair. He has also chaired the Corporate Hotel Search Committee, and has negotiated hotel contracts for a few conventions.

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 MITSPS 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.

LAUREN M. ROY started out as an independent bookseller, moved on to work for a publisher (where she sells books to independent bookstores), and is completing her bookselling hat trick as an author. She is also a freelance writer for tabletop role-playing games. Lauren lives in southeastern Massachusetts with her husband, their cats, and the ghosts of houseplants she forgets to water. She is a graduate of Viable Paradise, the science fiction and fantasy writers workshop. She's the author of the *Night Owls* urban fantasy series and the YA fantasy *The Fire Children*.

BETH RUNNERWOLF is a Methodist Shaman, Conrunner, Filker, Communications Educator, Systemic Constellations facilitator, Gamer (paper and dice), and Educator.

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. Her second collection of short stories, *When the World Wounds*, is forthcoming from Third Man Books in 2016. You can learn more about her at www.kiiniibura.com.

LIZ SALAZAR is Managing Director of the Post-Meridian Radio Players (www.pmrp.org), a community theater company that performs live audio dramas in Somerville, MA. She has acted with PMRP at Arisia in the last few years, most recently as Khan in the 2015 gender-swapped *Star Trek* performance of "Space Seed". Liz also talks too much about geeky things as 1/4 of the *Foxes in the Hen House* podcast (www.soundcloud.com/foxesinthehenhouse). She indulges her geeky and creative urges in a thousand other ways, including writing, roleplaying games, and chainmail.

The Salem Light Infantry, an elite militia company from Salem, Massachusetts, adopted Zouave dress and drill, following the example of Elmer Ellsworth's U.S. Zouave Cadets, in April, 1861. Like the original unit, the reconstructed **SALEM ZOUAVES** specialize in historically accurate Civil War-era precision manual-of-arms drill and the use of the bayonet, and add military swordplay to their repertoire. They wear historically accurate reproduction uniforms, made mostly by the individual unit members. Their other incarnation is as the Salem Trayned Band.

CAROL SALEMI costumes at the Master level and has been involved in all aspects of costuming for over 36 years, trying her hand at everything from creating, teaching, 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/cosplay 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 over 29 years, also working part time for Regal Cinemas, and Sondra Celli Designs with seasonal jobs in the Haunt Industry. She likes creating Steampunk accessories and fashion...so check out her jewelry in the art show!

SAMARA

CAELYN SANDEL is an author and narrative designer born and raised in the DC area who now lives in Malden in spite of the weather and drivers. She has been writing interactive literature for almost two decades, but only joined the industry professionally four and a half years ago. She is a strident intersectional feminist and social justice warrior, and strongly advocates using video games to raise awareness of societal issues. She recently ran the Ruin Jam game jam to celebrate the destruction of all good video games forever, and launched her video game website, inurashii.xyz.

MORGANA SANTILLI

SHARON SBARSKY

JOHN SCALZI is the author of many books, including the *Old Man's War* series and *Redshirts*. When he is not busy writing books, he was a Creative Consultant for the *Stargate: Universe* television series. Writer for the video game *Midnight Star*, by Industrial Toys. Former president (7/10 – 6/13) of the Science Fiction and Fantasy Writers of America (SWFA). Executive Producer and Consultant for *Redshirts*, *Ghost Brigades*, and *Lock In*, all currently in development for television. His website is <http://whatever.scalzi.com/>.

ISABEL SCHECHTER has been a fan since childhood and active in fandom for 20 years. Isabel has more than 10 years conrunning experience, and is co-chair for the San Juan in 2017 bid for the North American Science Fiction Convention. Isabel's essays on fandom as well as race and representation and religion in SF have been included in *WisCon Chronicles* and *Invisible 2: Personal Essays on Representation in SF/F*. For her day job, Isabel has worked as an event manager for nearly 20 years. Isabel has a master's degree in Divinity from the University of Chicago Divinity School. She is Latina by birth, Jewish by choice, vegetarian by conscience, and uppity by necessity.

MIKAELA SCHEFF

BAILEY SCHENDELL

DORI SCHENDELL - I've been telling stories to anyone who would listen since I started to talk. As years have gone on my stories have changed. Now I tell stories in two main ways. I write and post adult fiction as a hobby, and I write *Nexus Elements* for people to interact with and enjoy. The world of *Nexus Elements* has been one in my head since I was in high school *cough* years ago. Now I get to see that world come to life in the LARPs that I run!

KEVIN "YELLOW TIE GUY" SCHENDELL - I've been attending Arisia for the last six years, and have been taking part in LARPing at Arisia for most of that time. This year, because of difficulties that we had, I came to Arisia as the representative of the LARPs in the New England area, and will continue representing LARP at Arisia as the LARP area head.

MICAH SCHNEIDER joined the Programming Staff for Arisia six years ago. This is his first

year as the Programming Division Head. He was previously a co-chair for Transcending Boundaries 2014, a regional LGBTQ 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 running, 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.

KENNETH ("KEN") SCHNEYER received a Nebula nomination for his story, "Selected Program Notes from the Retrospective Exhibition of Theresa Rosenberg Latimer." In 2014, Stillpoint Digital Press released his first collection, *The Law & the Heart*. His stories, which often employ weird narrative devices, appear in *Lightspeed*, *Analogue*, *Strange Horizons*, *Beneath Ceaseless Skies*, *Uncanny*, *Clockwork Phoenix* 3 & 4, *Daily Science Fiction*, all three of the *Escape Artists* podcasts, 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. 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>.

LAWRENCE M. SCHOEN has been nominated for the Campbell, Hugo, and Nebula awards. He holds a Ph.D. in cognitive psychology and psycholinguistics, is a world authority on the Klingon language, operates the small press Paper Golem, is a certified hypnotherapist specializing in authors' issues, and writes science fiction and fantasy about life, death, and the continua between the two. His latest book (just released at the end of 2015) is *Barsk: The Elephants' Graveyard*, an anthropomorphic SF novel about Prophecy, Friendship, Intolerance, Conspiracy, Loyalty, and A Drug for Speaking to the Dead. Also Elephants, in Space.

KENZIE SCHOENTHALER

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. She has committed both screen writing and conrunning, but she is much better now. In her day job she edits a magazine about libraries, but she is here speaking only for herself.

JUDE SHABRY (aka peacefrog) found Arisia in 1994 and hasn't been able to stay away since. She has attended as an artist, vendor, party host, techie, panelist, yoga teacher, climbing guide, bride, mama, and more.

MICHAEL SHARROW

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.

NICHOLAS "PHI" SHECTMAN has twice each chaired Arisia and Somerville Open Studios, whose 400 participating artists make it one of the

largest single weekend Open Studios events in the country.

CHRISTOPHER SHELDON-DANTE - I'm a huge fan of tabletop and digital games and I am the co-creator of the upcoming video game *Descendants: Voidborne*. I have played hundreds of video games, dozens of board games, watched dozens of TV series, read dozens of books and I'm opinionated about everything. I'm always up for a good discussion and I'm particularly interested in: game design, cognition, education, artificial intelligence, physics, math and food. Some things I've enjoyed: *A Deepness within the Sky*, *Ender's Game*, *Cryptonomicon*, *Star Trek TNG*, *Stargate SG1*, *Dominion*, *Master of Magic*, *Master of Orion II* and *Portal*.

CYNTHIA A. SHETTLE-MELEEDY - My favorite shows currently airing are *Galavant*, *Once Upon a Time*, and *Heroes Reborn*. Past favorites include *The Misfits of Science*, *Highlander*, *Angel*, and *Heroes*. While I enjoy roleplaying, I have not been in a group for a while. I also read, mostly comics, though I listen to science fiction and fantasy audiobooks.

JANE SIBLEY

HILDY SILVERMAN is the publisher of *Space and Time*, a nearly 50-year-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.), "Black Market Magic" (2012, *Apocalypse 13*, Raetz, ed.), and "The Bionic Mermaid Returns" (2014, *With Great Power*, French, 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 Sivantos, Inc.

EMILY SIMON is thrilled to be returning to Arisia which was her first ever convention in 2014! Since joining the northeast convention circuit, she has won 9 awards for cosplay, been featured in cosplay articles, and led children's events at multiple conventions. When not in princess attire, Emily teaches drama for 8th grade students in Newton. She also specializes with young kids Pre-K through 2nd grade. She is thrilled to be bringing back her "Princess Play Date" event for all the young people at Arisia and is excited for an incredible weekend of learning, shadow casts, events, and films.

HANNAH SIMPSON - Unabashed nerd, Red Sox fan, engineering grad, swing dancer, medical student, marathoner, and generally bubbly young Jewish girl who speaks out transgender issues. She lived here in Boston for eight years attending BU and working for Brandeis, before starting medical school. You may have caught her as a guest panelist discussing life as a transgender woman on MSNBC's *Melissa Harris-Perry* show or Fox's *Good Day New York*. Her writing has appeared on *Refinery29*, *The Advocate*, and *MarieClaire.com*, among others.

JAMILA SISCO is an award-winning costumer with a specialization in anime, video game, and original costumes. She has worked on costumes for over 9 years, usually working on making the big and elaborate come to life. Currently, she is the President of the Northern Lights chapter of the International Costumers' Guild.

REBECCA SLITT is the author of *Psy High* and an editor for Choice of Games, LLC, a company that produces text-based interactive fiction. Before that, she was a professor of medieval history. She's played D&D for almost 25 years, LARPed for almost 20, read mountains of SF and fantasy books, and written *Call of Cthulhu* games that may or may not suggest that there's a Deep One living near her college dorm.

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 the *New York Times* best-selling *Death's Excellent Vacation* (ed. Charlaune Harris and Toni Kelner). Two of her books are being made into plays. *She Finally Finished the F**king Titanic Book* and all the *Reisden/Perdita* books are now going to be published as ebooks as well (about time).

KRIS "NCHANTER" SNYDER stumbled sideways into fandom in her early 20's for lack of anything else to keep her out of trouble. With a background in theater, the visual arts, and a love for SF/F books and media fostered by her father from a young age, it soon became obvious that this was where she, and her colorful curls, belonged. Nchanter now helps make fandom go by working on convention-related activities and is the Convention Chair for Arisia 2016!

HEIDE SOLBRIG

MICHAEL SPRAGUE is the Assistant Division Head of Staff Services for Arisia 2016. He has been in senior leadership roles at Arisia for the past several years, including being Con Chair for Arisia 2015. That was fun. 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. In addition to running conventions you can also find him performing in productions for the Post-Meridian Radio Players. Despite being a local to the Boston area, his driving really isn't that bad. He likes long walks on the beach, Norse mythology, and gaming.

GABRIEL SQUAILIA is a novelist and DJ from Rochester, New York. With the Friends World Program, a college emphasizing experiential education and social change, he studied storytelling and literature in India, Europe, and the Middle East. He settled in the Berkshires of western Massachusetts, where he lives with his wife and daughter. His first novel, *Dead Boys*, was published by Talos Press in 2015.

LIZZIE STARK is a freelance journalist who has written for *The Washington Post*, io9.com, *The Daily Beast*, and elsewhere. She is the author of two books: *Leaving Mundania*, a narrative nonfiction account of larp--live action roleplay--and *Pandora's DNA*, about the history and science of the breast cancer genes. She's edited two books of games, *Larps from the Factory*, a collection of Norwegian larp scripts, and *#Feminisim*, an international collection of feminist nano-games due out this spring. In her spare time, Lizzie designs American freeform games and blogs about larp and game theory at LeavingMundania.com.

LISA J. STEELE is an attorney in Massachusetts and Connecticut. She is a member of the Supreme Judicial Court's Standing Committee on Eyewitness Identification and of the Connecticut Judiciary Committee's Eyewitness Identification Task Force. She has spoken at numerous forensics and attorney conferences about forensics issues. She is also a contributor to *Evil Hat's BubbleGumShoe* (forthcoming 2016), *Fate Core: Worlds in Shadow* (2013), and author of *GURPS Mysteries* (2008) and *GURPS Cops* (2002).

BRAM STERLING

STRANGER WAYS formed in 2010 as a backing band for a party and accidentally continued to this day, releasing two albums along the way. Currently, the group consists of Nat Budin, Kara Hurvitz, Jon Sagotsky, Brad Smith, and Alexandria Wilkie. Stranger Ways is currently in the process of completing its epic folk-rock opera *Iron & Rust*.

SIMON STRAUSS

IAN RANDAL STROCK is 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. His name is unique on the internet.

KIT STUBBS, PH.D. is a queer/pansexual roboticist, maker, and entrepreneur who's more interested in people than in technology. Kit earned their Ph.D. in Robotics from Carnegie Mellon University in 2008. They blog about technological empowerment for sexuality and pleasure, including her their experiences and creations, at toymakerproject.com. Kit also organizes *teasercraft-boston*, a local meetup group for sex/kink-positive makers (*teasercraft.com*). Kit is the founder of the Effing Foundation for Sex-Positivity (effing.org), a nonprofit whose mission is to reduce sexual shame by fostering sex-positive artists, activists, educators, and entrepreneurs.

SWORDS OF CHIVALRY is a safe place for your child or teen to study the martial art of medieval swordsmanship. All safety gear, including foam swords and fencing masks, is provided. In addition to learning discipline and improving fitness, students are assigned quests. Frequent quests have included improving grades, raising money for charity, or achieving a personal fitness goal.

SONYA TAAFFE'S short fiction and poetry can be found in the collections *Ghost Signs* (Aqueduct Press), *A Mayse-Bikhl* (Papaveria Press), *Postcards from the Province of Hyphens* (Prime Books), and *Singing Innocence and Experience* (Prime Books), and in various anthologies including *The Humanity of Monsters*, *Genius Loci: Tales of the Spirit of Place*, and *Dreams from the Witch House: Female Voices of Lovecraftian Horror*. 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 two cats.

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. Her novel *Slow Surrender* won several major awards in romance in 2014. 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 numerous publishers. Her short stories have appeared everywhere from *Asimov's* and *Strange Horizons* to *Ms. Magazine*. Follow her on Twitter, Facebook, or <http://blog.cecilatan.com>.

Never one to say no to a road trip, **K. C. TANSLEY** has climbed the Great Wall twice, hopped on the *Sound of Music* tour in Salzburg, and danced the night away in the dunes of Cape Hatteras. She loves the ocean and hates the sun, which makes for interesting beach days. Years of working on Wall Street provided the perfect backdrop for her imagination to run amuck at night, imagining a world of ghosts, time travel, curses, and spells at an isolated castle in Connecticut. She lives with her warrior lapdog, Emerson, and three quirky golden retrievers in Connecticut. K.C. Tansley is an Amazon Bestselling author. As Kourtney

Heintz, she writes award-winning cross-genre fiction and has been featured in the *Republican American* and on *CT Style*.

An eclectic ensemble, **THE TESERACTE PLAYERS OF BOSTON** have been wowing audiences and time warping around New England for 20 years. What started with *Rocky Horror* has expanded to a dynamic repertoire of shadow cast entertainment spanning TV shows and movies. Catch them at Arisia 2016 performing *Rocky Horror*, *Dr. Horrible's SingALong Blog*, *Buffy the Vampire Slayer: Once More with Feeling*, and their latest project *The Princess Bride*. Check out www.teseracte.com or like them on Facebook for a listing of upcoming shows.

TIKVA is attending her bazillionth Arisia, but only her third as a panelist. She's a public health professional, disability activist, baseball addict, and member of a poly family/household. She hosts *Geek Love*, a weekly radio show on Boston Free Radio, which is kind of like Arisia except all year 'round. You may recognize her via her trusty guide dog, the Poodle of Destiny, who is kind of large print. Please do not pet either her or the dog without a whole lot of permission.

MATTHEW TIMMINS

DAN TOLAND is a writer and podcaster with Earth-2.net, specializing in comics ("Grumpy Old Fans" and "Earth-2-In-One" from *Earth-2.net: The Show*), genre television (*Bigger on the Inside, The Edge of Forever*), and classic SF literature (*Books Without Pictures*). 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 mid-1960s *Tales of Suspense* was the pinnacle of Western civilization, and will fight any man who disagrees. He once watched the first season of *Agents of S.H.I.E.L.D.* without bursting into flame, and probably owns more comics than you do. (He's not bragging; his family would really like the living room back.) If your name is misspelled in this very book, it is his fault. He lives in Boston with a woman of limitless patience, a dog who tries REALLY HARD you guys, and also there is a cat.

MICHAEL TOOLE caught an episode of *Battle of the Planets* at the age of four, and has spent an altogether unreasonable amount of time since then in pursuit of Japanese animation. He's been an entertainment critic since 1994 and has written for over a dozen publications. Currently, he's a columnist and occasional onscreen personality for Anime News Network, and a regular contributor to the geek humor blog *Therobotsvoice.com*. You can hear his guided commentary on the brand new DVD release of *Wicked City*, as well as many other DVD and Blu-Ray releases from Discotek Media.

THOMAS TRAINA is a former lawyer turned computer forensics consultant and legal technology specialist. Academically, he 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.

BONNIE BARLOW TURNER has a master's degree in counseling, a cognate in college teaching and is a doctoral candidate in psychology with a specialty in personality. She is currently researching psychology in the area of personality, and she teaches 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 23 years.

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 reimagined 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 projects are two edited collections, this time on social memory and popular culture.

CALANDRA USHER is the author of the Urban Paranormal Fantasy Romance series, *The Gospels of Calëia*. Originally trained as a fine artist focusing in painting and sculpture, Cali has recently discovered an even more satisfying and versatile medium, words. Even after publishing four books, she still laughs when someone asks her if she's an author. Cali is a member of a local writing group in Charlotte NC, Broad Universe, and the WNBA. Besides being a writer, she is an ordained reverend specializing in same sex and mixed religious ceremonies, a returned Peace Corps Volunteer (Ghana, West Africa) a massage therapist, a wife, a mother of two, and a zookeeper.

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. Birdwatcher, beekeeper and singer of bawdy songs.

DREW VAN ZANDT is an engineer, maker, and general geek. He's also on the Board of Directors at the Artisan's Asylum, a hacker/makerspace in Somerville, MA, and also on the Board of Directors of the Firefly Arts Collective. Drew is happiest when he's teaching you to make something or making things himself.

JOSELLE VANDERHOOF 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 steampunk) 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 a lovely orange tabby. She is a full-time freelance editor.

CAROLYN VANESELTINE reads voraciously, pursues a kaleidoscopic variety of hobbies, and (most pertinently for this bio) played too much *Colossal Cave Adventure* in her formative years, which explains why she's now a professional game developer specializing in narrative design and interactive fiction. Her core philosophy (recently outlined in a talk at Google): "Artistic expression is a basic human right. Game dev is a form of art. We're moving into an era where anyone can make video games, and that's a GOOD thing." If you want to make games, but don't know where to start, check out her blog at www.sibylmoon.com or ping her on Twitter @mossdogmusic.

PABLO MIGUEL ALBERTO VAZQUEZ III considers himself many things, including performer, poet, wild fanboy, sometimes scholar/always student, agitator, bard-magus, and whatever else he comes up with. A true lover of Freedom and Passion, he champions love and unity, liberty and danger, creativity and aesthetics. He's a cinephile, DC Comics enthusiast, voracious reader, and avid gamer (tabletop/video). Born alongside the Panama Canal, he strangely does not like extreme heat and views his perfect weather to be something akin to Fimbulwinter, but he definitely is a child of the Caribbean, with all of its mystic glory, tropical paradises and delicious culinary trappings. Pablo spends his time traversing various underground and subcultural communities, ranging from magical lodges and mystic circles, unsanctioned parties and kink events to Underground Rap and radical bookstores to, of course, Science-Fiction and Fantasy fandom.

CECILIA VILLERO

JON VOISEY graduated with a degree in Astronomy from the University of Kansas in 2008. During his time there, Kansas was involved in its "great evolution wars". Shortly after Jon began at KU, the Kansas State Board of Education, in effort to push pseudoscience into science classrooms, redefined science, removing the requirement that explanations be testable. Attempting to understand and correct such public misunderstanding of science, Jon moved towards a focus on science outreach and education. Jon maintains the blog *The Angry Astronomer*, writing about his experiences with astronomical research, skepticism, and other issues that interest him. He has also been a contributor to the astronomy news website *Universe Today*. His writings there have been picked up by numerous other science news outlets including *Phys.org* and *Astrobiology Magazine*. Jon holds high school and middle school teaching certifications but currently works in the jewelry and antiques business.

SABRINA VOURVOULIAS is the author of *Ink* (Crossed Genres, 2012), a speculative novel that draws on her memories of Guatemala's armed internal conflict, and of the Latin@ experience in the United States. It was named to *Latinidad's* Best Books of 2012. Her short stories "The Ways of Walls and Words" and "Skin in the Game" appeared at Tor.com in April 2015 and Dec. 2014, respectively; her story "The Dance of the White Demons" appeared in the anthology *Long Hidden: Speculative Fiction from the Margins of History*. Other short fiction has appeared in *Strange Horizons*, *Crossed Genres*, and in a number of anthologies. She is also the managing editor of *Al DAA News* in Philadelphia, and was the editor of *Al DAA's book 200 Years of Latino History in Philadelphia* (Temple University Press, 2012).

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 over twenty years of experience running at least one game, and as many as three concurrently. He is a PhD candidate in Law and Public Policy at Northeastern University, with a focus in renewable energy policy. He has worked as a researcher in nanotechnology and engineering education.

JEFFWARNER is a professor of autodidacticism, a not-recently-published writer, an associate of first fandom, a 7th level ninja-smof with a lawful/good alignment, a co-founder of 3 SF conventions and a utility infielder for many others, a freelance blurbmeister, 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. She is also an active advocate for better access services at conventions, and has worked on access at Arisia, Readercon and Worldcon.

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.

KAT WEILER - I sing! I dance! I read lots of books! Sometimes I do all three simultaneously (though that never ends well)! Come sing with me!

ABIGAIL WEINER

SUSAN WEINER has been writing and running LARPs for 13 years, primarily as part of Alleged Entertainment. On the side, she teaches physiology, studies social insect behavior, plays the violin and viola da gamba, cooks weird, overly complicated meals, and does a variety of other things in not nearly enough time.

DAVID WEINGART - Fan, conrunner, occasional songwriter, IT consultant, traveler, runner, hiker, father of two Eagle scouts, lover of peaty whiskies.

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 is a presentation judge and ICG member.

SARAH WEINTRAUB

JESSE WERTHEIMER

RACHEL WERTHEIMER

MORVEN WESTFIELD is a fiction writer, technical writer, and occasional podcaster who lives west of Boston. The author of a two-book series in which a coven of witches investigate supernatural evil in the form of vampires, she regularly contributes non-fiction articles on folklore and the supernatural to *The Witches Almanac*. Her short fiction is highly influenced by *The Twilight Zone*, while her novels are more influenced by distant memories of *Dark Shadows*. She loves folklore, the supernatural, kittes, and occasional travel. Like many writers, she keeps a messy office and drinks way too much coffee. www.morvenwestfield.com

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.

KFIR WEXELBLAT

LIAM WEXELBLAT

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.

ALAN WHITBREAD is a professional performer in the UK, both singing and playing concertina. He runs the Doom, Gloom, & Despondency contest at Sidmouth Folk Week, upon which ours is based.

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.

THE WICKED ISABELLE

PENELOPE WILHELM is a professional musician and music teacher, a lay Emergent Church leader at The Crossing, former camp counselor, an accidental political activist, and an intentional life-long sci-fi fan. She majored in composition at Berklee College of Music, and toured for years with the instrumental rock band Hypaspace. Penny was instrumental in organizing her church's efforts to help pass transgender civil rights legislation in Massachusetts. She has worked 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.

STEPHEN R. WILK stepped in from a Parallel Dimension and now can't find his way back -- they all look ALMOST exactly alike. He spends his time dodging people who say "I know someone who looks just like you!", working at a Boston High Tech company, and being an editor for the Optical Society of America. In his copious spare time he writes. His *How the Ray Gun Got Its Zap!* has been published by Oxford University Press, "Alloprene" will be published in *Analog* this year, and "George Washington and the Dragon" will be in the anthology *Live Free or Dragons* this September.

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 ten anthologies including two Lambda Literary Award winners. 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, writing erotic sf/f for Circler Press, and combining specific with erotica in an upcoming fairy tale anthology, *The Princess's Bride*. Sacchi, meanwhile, is editing *Best Lesbian*

Erotica 2016 from Cleis Press.

W. B. J. WILLIAMS, author of *The Garden at the Roof of the World*, 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.

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, the three of them are raising their daughter "Roo." Go to her website, TasksAtBey.com, to see what other fun things 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, daughter, girlfriend, and other family.

TRISHA J. WOOLDRIDGE is the former president of Broad Universe and was a senior editor for Spencer Hill Press for several years. Before that, she started her own freelancing company, A Novel Friend, where she practiced the arcane arts of journalism and freelance editing, both of which she still dabbles in on a fairly regular basis. She's also a member of New England Horror Writers, the HWA, and SCBWI. Under her full name, she writes grown-up horror short stories that occasionally win awards. She has co-produced the Spencer Hill Press anthologies *Unconventional* and *Doorways to Extra Time*. In her child-friendly persona of T.J. Wooldridge, she's published three novels: *The Kelpie*, *The Earl's Child*, and *Silent Starsong*. As if she weren't busy enough, Trish is also the writing partner for the webcomic *Aurelio* at www.thevampireaurelio.com. Find out more at www.anovelfriend.com.

WORCESTER HISTORICAL SWORDS-MANSHIP

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.

DJ XERO has spun regularly in New England's dark alternative goth-industrial dance club scene since 2006. He's another DJ among many... not better or worse than any. Doing it all for the oddball, the weirdo, the outcast, the geek. And happiest seeing them dance when he's not dancing himself! For examples of his work, playlists, and previous or upcoming events, find

him online: <http://xero.seedarkly.com>

Rhiannon's Lark is a solo music project created by **ALYSSA YEAGER** (sensual vocals, growly guitar, candy-coated ukulele) to express the reality of life as a geek, goddess, and girl. Alyssa is known for her "magickal, mystical storytelling". She began touring the festival circuit in 2005 with the band Telling Point, and has shared bills with artists including Frenchy and the Punk, Wendy Rule, Kellianna, and Tuatha Dea. She has released 5 original albums, including a children's album designed to encourage kids and caretakers to be creative and tell their own stories in song. Alyssa's background in music therapy motivates her to create songs that connect to the daily experiences in the lives of her listeners. She brings gaming, fantasy, morality, and t-rexes together into a show that will comfort your ears, get you laughing, and possibly even <gasp!> make you think. <http://rhiannonlark.com/music.html>

AIMEE YERMISH, PSYD (aimee@davincilearning.org) is a clinical psychologist and educational therapist, providing assessment, consultation, therapy, coaching, remediation, enrichment, and overall strategizing for people of all ages who manifest giftedness and/or disabilities (ADHD, Aspergers, other autism spectrum disorders, learning disabilities, psychological disorders, etc). In her former lives, she was a molecular biologist, a schoolteacher, a black belt, and a Master Assassin. She also loves to sing, read, ride her bike, run, do a great many crafts, and make long lists of things. She is busy raising a husband, two lovely children, and three cats.

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. His professional background is in teaching, computer-human interaction, collaborative systems, and interface design.

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 nerdy pursuits, he's a geocacher, a gamer, an armchair "fanthropologist", and a compulsive ribbon collector/trader.



San Juan 2017

A bid for the 2017 NASFiC

Why San Juan, Puerto Rico?

Beaches, sunsets, beautiful facilities, dazzling nature,
world-class dining, and vibrant arts and culture.

An active SF community, including fans and pros.

World Heritage and National Historic sites, the Arecibo Radio Telescope,
and the only tropical rainforest in the U.S. National Park Service.

U.S. citizens don't need a passport to travel to Puerto Rico,
English is an official language, and the U.S. dollar, U.S. Postal Service,
and your cell phone work just like in the mainland U.S.


With more than 2,000 flights per week on more than 20 airlines,
Puerto Rico is less than five hours from Chicago
and less than four from New York.

To support the bid

- Visit our table at the con or www.sanjuan2017.org.
- Contact us at volunteers@sanjuan2017.org to join our team.
We are actively seeking volunteers to staff fan tables and bid parties.

www.sanjuan2017.org

 www.facebook.com/SanJuan2017

 info@sanjuan2017.org

The North American Science Fiction Convention (NASFiC) is held in years when the World Science Fiction Convention is held outside of North America. Because the 2017 Worldcon will be held in Helsinki, there will also be a NASFiC that year. The site for the 2017 NASFiC will be selected by a vote of the members of the 2016 Worldcon, MidAmeriCon II.

"World Science Fiction Society", "WSFS", "World Science Fiction Convention", "Worldcon", "NASFiC", "Hugo Award", the Hugo Award Logo, and the distinctive design of the Hugo Award Rocket are service marks of the World Science Fiction Society, an unincorporated literary society.

The membership of the 2016 Worldcon
will decide by vote on the location of the
76th World Science Fiction Convention.
We are looking for your support and encouragement
to help our bid to host Worldcon in

New Orleans
in
2018

Look
Us Up On
Facebook



The
Decision
is in our
HANDS



neworleansin2018.org

ARISIA 2017

**NEW ENGLAND'S LARGEST AND MOST DIVERSE
SCIENCE FICTION AND FANTASY CONVENTION**

**AUTHOR GUEST OF HONOR
URSULA VERNON**

**ARTIST GUEST OF HONOR
STEPHANIE LAW**



**RADIO GUEST OF HONOR
KRYPTON RADIO**

**FAN GUEST OF HONOR
GREYKELL DUTTON**

**FRIDAY, JANUARY 13, 2017 TO
MONDAY, JANUARY 16, 2017**

WESTIN BOSTON WATERFRONT HOTEL

BOSTON, MASSACHUSETTS

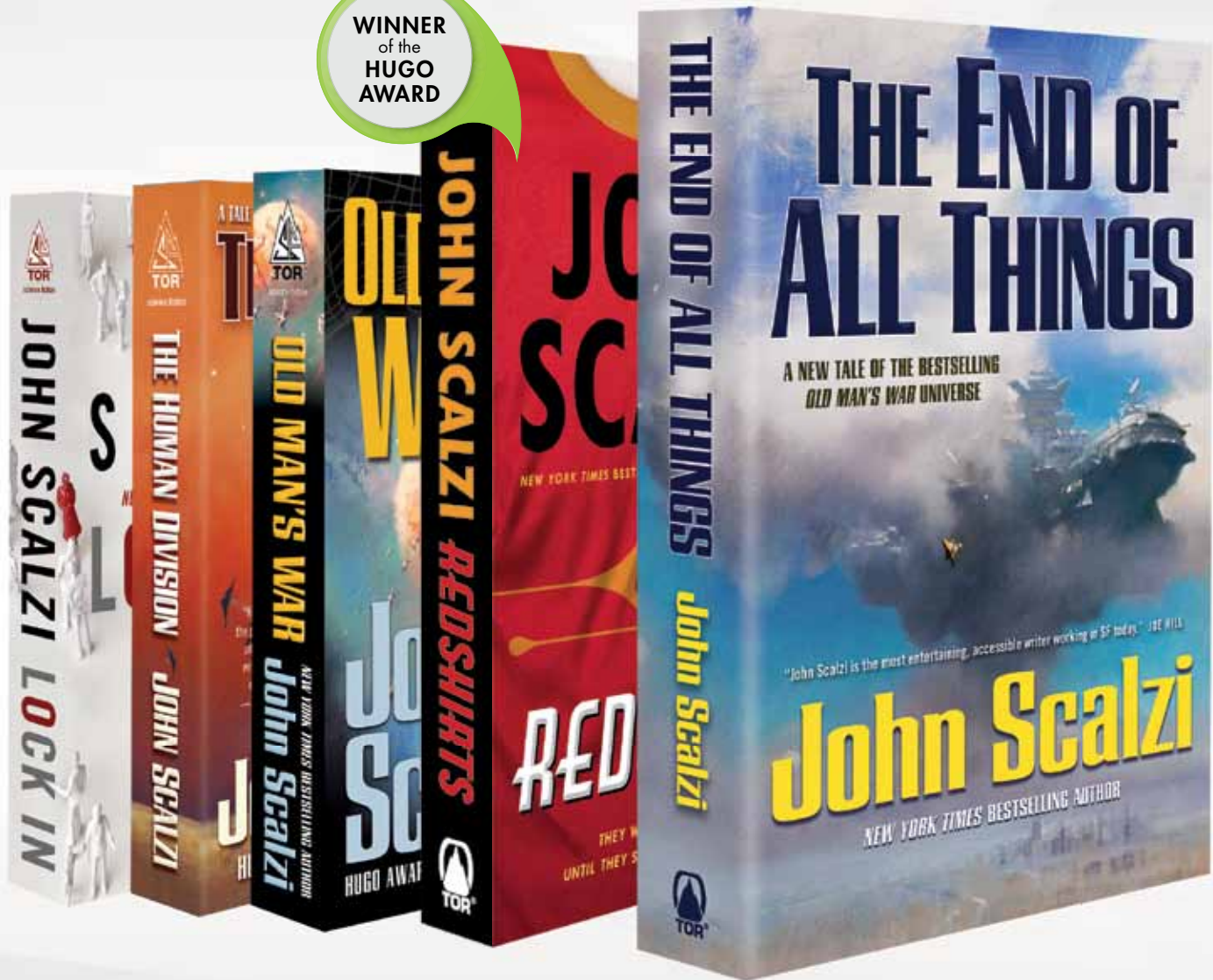
www.arisia.org



Congratulations to our **Arisia 2016**
Guest of Honor, Hugo Award–winning author

JOHN SCALZI

WINNER
of the
HUGO
AWARD



"If anyone stands at the core of the American science fiction tradition at the moment, it is Scalzi."
—*The Encyclopedia of Science Fiction*, Third Edition

"Scalzi is one of the slickest writers that SF has ever produced."
—*The Wall Street Journal*
on *The Human Division*

"John Scalzi is the most entertaining, accessible writer working in SF today."
—Joe Hill,
New York Times bestselling author of *Heart-Shaped Box*