

# ARISTIA 2015



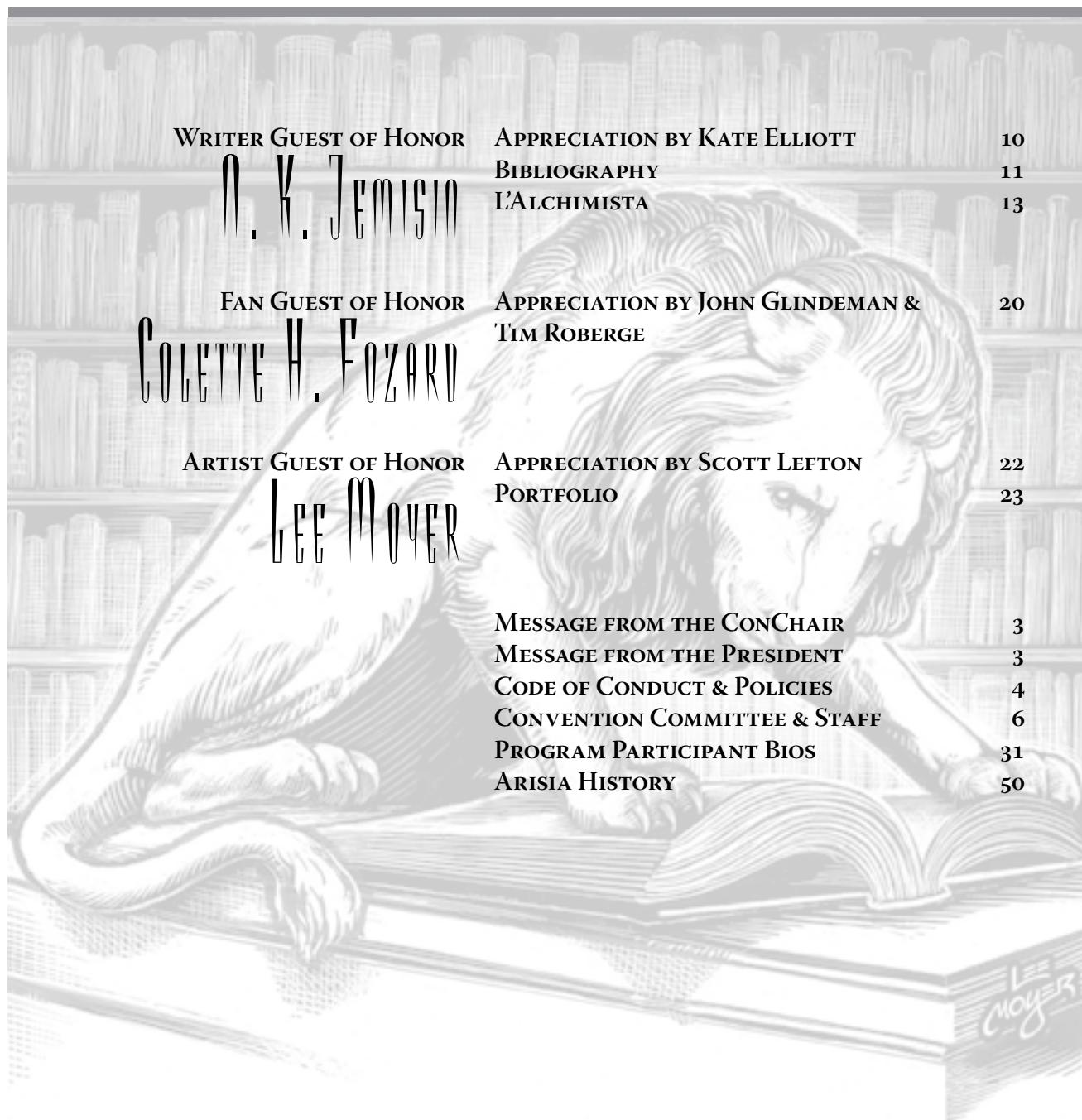






# ARISIA 2015

WESTIN WATERFRONT HOTEL  
BOSTON, MASSACHUSETTS  
JANUARY 16–19, 2015



WRITER GUEST OF HONOR

N. K. JEMISIN

APPRECIATION BY KATE ELLIOTT

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# MESSAGE FROM THE CONCHAIR

by Michael J. Sprague

Welcome to Arisia. As I look out and see the faces of all those that come to entertain, educate, work, or attend our convention, I ask the question that many convention chairs have asked over the course of fandom history.

How the hell did I get here?

For me, it was a circuitous route. Growing up, I was the resident geek in my neighborhood. I was into reading SF/F novels and comic books, playing video games and tabletop RPGs, and an SF TV show or movie that I hadn't already seen was a rare thing. I'd heard about conventions, but they were always far away from where I lived. In college I met other fans and took a road trip to my first convention. It was like walking into Neverland. It was three strange days filled with geeky conversations, games, parties, and staying up later than any sane person should. Soon after I heard of a new con starting up in Boston.

It was called Arisia.

There were a little over 800 of us crammed into a small downtown hotel that year. It was friendly, cool, brilliant, funny, and filled with passionate people celebrating the things they love—all the things you want a good convention to be. The following year a friend told me that if I helped out during move-in and move-out, not only could I get in for free, but I also got free pizza.

It was the free pizza that did it.

Since then, I've been back every year. I've met several Guests of Honor, danced until dawn, and made some of the best friends I've ever had. Every year brings something new, unexpected, and brilliant. Every year, we add something or try to make things better, and in a lot of ways we succeed. This is in part due to one of the core values of Arisia. We believe there is a place at Arisia for everyone, so long as you make a place for others. Regardless of ethnicity, religion, gender, and/or class, we are here to celebrate the things we think are cool and want to share with others. We are not here to be gatekeepers and sit in judgement over who is a "true fan" or not. Whether this is your first Arisia or your 26th you are welcome here. There's a saying about life, "you get out of it what you put into it", and that's true of Arisia as well. If you'd like to get to know more people, see how things run behind the scenes, or both, volunteer for a shift or two. It's a good way to meet new people, and without fans like you we wouldn't have the amazing convention that we get to experience every year. I hope you all have a fantastic Arisia. Now put down this souvenir book and go do something fun.



# MESSAGE FROM THE PRESIDENT

by Conor Walsh

Something I've always loved about Arisia is that every part of the con is someone's favorite part. We don't put too much stock in tradition, so everything we've done is because someone once thought it would be a great idea, and everything we keep doing is because they were right. It's not always easy, but the end result is more than worth it: a fantastic mix of thousands of people moving from one thing to another, saying Hi to friends, waving to people they recognize from previous panels, or just smiling happily as they pass each other in the hallways, headed to totally different things. At Arisia we love to say yes, and this means we have a zillion great things, and this also means it takes a zillion people to make this all work.

So if you've got a favorite part of the con you want to keep happening, or if you've got one that doesn't exist yet, come on down to Team Arisia HQ (in the Quincy

room) and say hello. Or, if you want to tell us what your favorite part is after the con, drop us a line at [arisia.org/feedback](http://arisia.org/feedback). Or if we've screwed something up, tell us that too!

We're all volunteers and can't always implement every good idea, but all of us who work on the con do it because we want the weekend to be as amazing as possible. As Arisia grows, we're going to need more and more feedback from our attendees (and staff) to make the right decisions, so don't be shy—and thanks for being a part of my favorite community. ☞





# 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 or intimidating behavior.

Please report any incidents in which a member of the convention is abusive, insulting, intimidating, bothersome, or acting in an unsafe or illegal manner to Convention Security, an Assistant 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 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 & 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 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 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 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: black-jacks, billy clubs, any sort of double-edged knife (symmetrical cross-section, even if one side is dull), shuriken (throwing stars) and nunchucks. For further information see MA General Laws, Part 4, Title 1, Chapter 269, Section 10.

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

### PHOTOGRAPHY POLICY

This is a private event; by registering, individuals grant Arisia and designated photog-

raphers a non-exclusive right to photograph, videotape, otherwise record, and publish (in print or electronically) themselves, companions, activities, costumes, artwork, sales goods, and other property used or displayed in their normal participation of the convention.

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

We presume that you are acting in an amateur capacity unless otherwise stated. If you are acting on behalf of a publication, video production organization, or news medium (freelance or employed) of any kind, you must register as a member of the press (commercial publication, media, fanzine). Press passes may be obtained by going to the information desk and 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.

Anyone wishing to sell photographs, audio, or video recordings of any part of the

convention (including the masquerade) must read and agree to the terms contained in a separate photographers/videographers contract.

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

### OTHER POLICIES

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

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

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



# CONVENTION COMMITTEE AND STAFF

**CON CHAIR:** Mike Sprague

**ASSISTANT CON CHAIRS:**

Benjamin Levy (Communications, Food, Exhibits,  
Member Services, Ops, Staff Services)  
Kris "Nchanter" Snyder (Events, Hotel Liaison,  
Programming, Registration, Tech, Youth Services)

**CON CHAIR STAFF:** Nicholas "phi" Shectman

**DEBRIEF:** Rachel Silber

**PROMOTIONAL PARTIES:** Kris "Nchanter" Snyder, Mike  
Sprague

**SALES T-SHIRT:** Allen Holt

**CONVENTION TREASURER:** Alex Latzko

**GOH LIAISON:** Debi Chowdhury

**ASSISTANTS:** Lisa Hagar, Heather Ryan

**ARTIST GOH LIAISON:** Michelle Wexelblat (pre-con), Lisa  
Hagar (at-con)

**FAN GOH LIAISON:** Evelyn Ryan

**WRITER GOH LIAISON:** Debi Chowdhury

**COMMUNICATIONS:** Benjamin Levy (pro tem)

**GRAPHICS:** Lee Moyer

**FLYERS:** Benjamin Levy, Nicholas "phi" Shectman

**SOUVENIR BOOK:** Paul Selkirk

**COVER DESIGN:** Lee Moyer

**POCKET PROGRAM:** Paul Selkirk

**COVER DESIGN:** Lee Moyer

**PROOFREADING:** Daniel and Liz Miller

**AD SALES:** Rick Katze

**NEWSLETTER:** Brenna Levitin, Sara Weinstein

**STAFF:** Vincent Anderson, Brenda Noiseux, Mary Purdey

**RESTAURANT GUIDE:** Lia Olsborg

**SIGN SHOP:** Catelyn Johnson

**STAFF:** Talia Lefton

**WEBSITE DESIGN:** Cidney Hamilton

**WEBSITE CONTENT:** Cidney Hamilton, Benjamin Levy

**FORUMS MODERATOR:** Mike Sprague

**SOCIAL MEDIA COORDINATOR:** Terri Ash

**TWITTER:** Crystal Huff

**PROGRESS REPORTS:** Benjamin Levy

**KONOPAS:** Eemeli Aro

**GUIDEBOOK:** James Van Zandt

**ONLINE SCHEDULE:** Paul Selkirk

**EVENTS:** David "DDA" D'Antonio

**ASSISTANT :** Conor Walsh

**EVENT LIAISONS:** Anna Erishkigal, Talis Thorndike Love,  
Conor Walsh

**LIAISON MENTORS:** Samantha Dings, Patricia Vandenberg

**OUTREACH LIAISON:** Conor Walsh

**DANCES:**

**FRIDAY NIGHT CLUB DANCE:** Rabbit Revolution

**SATURDAY NIGHT CLUB DANCE:** DJ Dirge, DJ Xero

**DRUM AND DANCE:** Penny Messier, Angela Bowen, Rich  
Parker

**FAIRY TALES BALL AND CIVIL WAR/VICTORIAN AFTERNOON**

**DANCE:** Barbara Pugliese, Antonia Pugliese

**SWING DANCE:** Julie Kaufmann

**CONTRA DANCES:** Jeff Kaufman, Kristin Seibert, Amy  
Englesberg, Mari Black

**SCA/RENAISSANCE DANCE:** Hermankyn of Quintavia

**LIVE PERFORMANCES:**

**KIRK POLAND:** Eric M. Van, Craig Shaw Gardner

**BUFFY SING-ALONG:** Tesseracte Players of Boston

**DR. HORRIBLE:** Tesseracte Players of Boston

**PSYCHE CORPORATION:** Psyche Corporation

**BRIGHTER THAN A THOUSAND SUNS:** Randy Roswell,  
Angelika Roswell, Andre Tangredi

**GEEKY BELLY DANCING:** Samara Martin

**ROCKY HORROR PICTURE SHOW:** Tesseracte Players of  
Boston, Glenn Macwilliams

**"SERENITY", "OUT OF GAS", "JAYNESTOWN":** RKO Army

**"SPACE SEED":** Post-Meridian Radio Players

**IG NOBEL READINGS:** Marc Abrahams, Katherine Griffin

**HALLUCINATING SHAKESPEARE:** Michael Anderson

**LOST PIG:** Brad Smith, Mindy Klenoff

**"SAILOR MOON"-THEMED CONCERT:** Mary Bichner and  
Planetary Quartet Roster

**SALEM TRAYNED BAND, SALEM ZOUAVES, LEGIO III**

**CYRENAICA DEMOS:** Mark Millman

**ATHENA SCHOOL OF ARMS DEMOS:** Steven Hirsch

**WORCESTER HISTORICAL SWORDSMANSHIP DEMOS:** Ken  
Mondschein

**PIANO ROCK:** Matthew Ebel

**MRS. HAWKING:** Phoebe Roberts & the Watch City Players

**SCA RAPIER FENCING DEMO:** Meg Swanton

**ONE-ACT PLAYS:** Janet Catherine Johnston, Carl Danielson

**WAND DUELING WORKSHOP:** Harry Potter New York City

**MASQUERADE:** James Hinsey

**ASSISTANT:** Jill Eastlake

**STAFF:** Aurora Celeste, Kathleen Amitrano, Harriet  
Severino, Dr. Karen Purcell

**REGISTRATION:** Aurora Celeste

**REGISTRATION TABLE:** Kathleen Amitrano

**MC:** Richard Hill

**STAGE MANAGER:** Michael Rafferty

**JUDGES:**

**PRESENTATION JUDGES:** N. K. Jemisin, Lee Moyer,  
Colette H. Fozard, Jennifer Old-d'Entremont

**WORKMANSHIP JUDGE:** Carol Salemi

**JUDGES' CLERK:** Kathleen Amitrano

**GREEN ROOM MANAGER:** Jill Eastlake

**GREEN ROOM STAFF:** Donald Eastlake III, Toni Lay

**DEN MOMS:** Deborah Coombs, Toni Lay

**REPAIR TABLE MANAGER:** Harriet Severino

**KAMIKAZE KIDS:** Dawn Albright, Jill Silvester

**HEAD NINJA:** Ann Catelli

**BACKSTAGE PIRATE:** Greykell Dutton

**OFFICIAL PHOTOGRAPHER:** Sandy Middlebrooks

**ASSISTANT PHOTOGRAPHERS:** James Boykin, Michael  
Hailey, Derek Kouyoumjian, Julius Prince, Ray  
Swagerty

**VIDEOGRAPHER:** Syd Weinstein, Ray Swagerty

**HALL COSTUME AWARDS:** Noel (Northern Lights  
Costumers' Guild)



**HOUSE MANAGER:** Matthew Barr  
**HALFTIME ENTERTAINMENT:** RKO Army  
**MASQUERADE COMPUTER GURU:** James Hinsey

**EXHIBITS:** Jaime Garmendia

**ART SHOW:** Nicholas “phi” Sheckman  
**ASSISTANT DIRECTOR:** Megan Lewis  
**AUTOMATION:** Jo Hogan  
**BAGGAGE CHECK:** Richard L. Schmeidler  
**FORMS DESIGN:** Skip Morris  
**GOH INSTALLATION ASSISTANTS:** Gabriel Lefton, Talia Lefton  
**LAYOUT:** Gay Ellen Dennett  
**LIGHTING CREW CHIEFS:** Lenny Foner, Ellen Blackburn  
**LOGISTICS:** Lisa Hertel  
**SALES:** Andrea Senchy  
**SETUP/TEARDOWN LEAD:** Arthur “Thumper” Ercolini  
**SETUP/TEARDOWN CREW:** Rob Allison, Jeanise Bertrand, D. Cameron Calkins, Yvonne Carts-Powell, Mieke Citroen, Amanda Coakley, Jen Dudley, Shirley Márquez Dúlcey, Larry Dunne, Angela Ercolini, Michael Kerpan, Ken London, Brianna Lueders, William Mui, Rex Powell, Rickland Powell, Debby Sommer, Sandy Sutherland, Courtney Varga, Scott Varga, Michele Weinstein  
**SOMMELIER:** Jaime Garmendia  
**STAFF:** Ariana Berns, Scott Catton, Adam Cohn, Deborah Coombs, Gillian Daniels, Joline Desrosiers, Roger Gifford, Daphne Gould, Shoshanna Holzer, Raymond Isaacs, Alice Iu, Jenny Kraus, Bridget McManus, Elliott Mitchell, James Reynolds, Harvey Rubinovitz, Ann Marie Rudolph, A. Julia Severino, Christiana Toomey, Trina Toups, Joan Turner  
**STUDENT ART CONTEST:** Jacob Lefton  
**DEALERS’ LIAISON:** Edward Trachtenberg  
**ASSISTANT DEALERS’ LIAISON:** Amy Chused  
**DEALERS’ ROOM COORDINATOR:** Sabina Fecteau  
**ARTIST’S ALLEY:** Christine Denise Day  
**TAX ID CZARINA:** Anna Erishkigal  
**ASSISTANT DIVISION HEAD FOR GAMING:** Andy Rosequist  
**TABLE TOP GAMES:** Mike Dlott, Bill Todd  
**LARPs:** Jason Schneiderman  
**MASTERS OF JACKS AND ACES:** Dave Cantor, Dale Farmer  
**VIDEO GAMING LIAISON:** Janet Stickle  
**VIDEO GAMES PROVIDER:** Game Underground  
**ARCADE GAMES PROVIDER:** Joshua Allen  
**ANIME:** PJ Letersky  
**ASSISTANT ANIME COORDINATOR:** Christine Palyo  
**VIDEO/WEB SHOWS COORDINATOR:** Lance Oszko  
**FILM FESTIVAL COORDINATOR:** Scott “Kludge” Dorsey  
**SILENT FILM ORGANIST:** Marnen Laibow-Koser  
**PROJECTIONIST:** Scott Norwood  
**TRUCK DRIVER:** Melissa McDowell

**FOOD:** Tom Traina

**ORACLE OF FOODSTUFFS:** Conor Walsh  
**QUARTERMASTER/BULK PURCHASING:** Terry Karney  
**BREAD FAIRY:** Vicki Schnoes and the Brookline Food Co-Op  
**CON SUITE:** Austin Noto-Moniz  
**STAFF:** Daphne Gould, Joel Gould, Kanisha Grover, Raymond Isaacs, Danielle LaRose, Blake Meloccaro-Price, Solly Ross, Nick Sitar

**STAFF DEN:** Tamar Amidon  
**CHEFS BEHIND THE GREEN CURTAIN:** Dave Shaw, Rikibeth Stein, Mali Turner, Rachel Olsen Wetherheimer  
**GREEN ROOM:** Suli Isaacs  
**STAFF:** Emily Isaacs, Fred Isaacs, Ambar Hammond, Joel Phillips

**HOTEL LIAISON:** Amos Meeks

**AT-CON HOTEL LIAISONS:** Emily Coombs, Craig McDonough, Matt Ringel, Rachel Silber  
**INNKEEPER:** Ellie Younger  
**STAFF:** Kendra Albert, Michael Feldhusen, Meg Frank, Jason Melchert  
**PARTY CZAR:** Joel Herda  
**BEO (ROOMS) WRANGLER:** Paul Kraus  
**FOOD BEOs:** Paul Kraus  
**FOOD TRUCK COORDINATOR:** Kris “Nchanter” Snyder  
**WRANGLER:** Jude Shabry  
**WHISPERER:** LA Sweet  
**PARKING:** Benjamin Levy

**MEMBER SERVICES:** Sharon Sbarsky

**ASSISTANT:** Tim Szczesuil  
**CONCOURSE LAYOUT:** Lia Olsborg  
**ACCESS:** Tanya Washburn  
**STAFF:** Masha Sten-Clayton, Mieke Citroen  
**BLOOD MOBILE LIAISON:** John Hodges  
**ONSITE RECRUITMENT:** The Naughty Nurses  
**BONE MARROW DRIVE LIAISON:** Paul Kominers  
**COAT CHECK:** Katherine E. Cunningham  
**STAFF:** Greykell Dutton, Rachel Olson Wertheimer, Barbara Jewell, Maya Gounard, Louisa Ricker, Emily Westland, Jermetrian Troy, Karen Allain, Amanda Coakley  
**FAN TABLES:** Lin Daniel, Kara Conner  
**INFO DESK:** Kris and Jack Page  
**PHOTO BOOTH:** Crystal Huff  
**COSPLAY REPAIR STATION:** Mieke Citroen  
**QUIET ROOM:** Lee Ann Dorr  
**PRESS RELATIONS:** Alan Wexelblat  
**ADVISOR:** Bill Yerazunis  
**PROMOTIONS/SPONSORSHIPS (FREEBIES):** Stephanie Clarkson  
**TIPTREE BAKE SALE:** B. Diane Martin

**OPS:** Daniel Eareckson

**ASSISTANT DIVISION HEAD:** Walter Kahn  
**IT SUPPORT:**  
**PRE-CON PLANNING:** Mark Hertel  
**PRINTERS:** Rick Kovalcik  
**LOGISTICS:** Michael “Lucky” Leuchtenburg  
**ASSISTANT/LOADMASTER:** \*Hobbit\*  
**STAFF:** Janet Stickle  
**OPS DESK:** David Axel Kurtz  
**STAFF:** Bryan Maynard, Craig McDonough  
**SECURITY:** Adam Burdick  
**ASSISTANT:** Timothy Yee  
**SECURITY SECRETARY:** Tonja Johnson  
**DISPATCHERS:** Russell Blake, Rachel Jarnes  
**LIEUTENANTS:** Ly Meloccaro-Price, Nick Down, Paige Murray, Todd Cochran, Jon Mendoza  
**NCO’s (SQUAD LEADERS):** Edward Asencios, Danny Lee, Heather Down, Damien Harris, Bobby Huntly

**SECURITY OFFICERS:** Emily Walton, Ashlie McCall, Rob Rabito, Matt Brightman, Miguel Valentin, Will Munoz, Byron McNeal, Pat Brennan, Jennie Michel, Grace Taverna, Sue Thompson, Joe Mogel, Justine Murray, Tex Whittemore, Spencer Thompson, Benn Kesler, Garrett Colon, Padraic Gribbons, Zachary Gallant, Bill Sherman, Sarah Gullion, Chistopher Criner, John Shaw

**PROGRAMMING:** Micah Schneider

**ASSISTANTS:** Dash, Pam Larson

**DIVERSITY COORDINATOR:** Dash

**TRACK MANAGERS:**

**ART & MAKER:** Drew Van Zandt

**ANIME:** Christa Newman-Morris

**COMICS:** Donna Martinez, Alex Jarvis

**COMMUNITIES:** Aimee Bouchard, Michelle Driscoll

**COSTUMING:** Jennifer Old-d'Entremont

**FAN INTEREST:** Shana Fuqua

**FIVE MINUTE TALKS:** David Shaw

**LITERATURE:** Shira Lipkin, Erik Amundsen

**GAMING:** Andy Rosequist, Ian Campbell

**MEDIA:** Adam Lipkin

**MUSIC:** Jeff Keller

**ASSISTANT:** Jeremy Kessler

**SCIENCE:** Mark Amidon

**WRITING:** Lisa Hagar

**PROGRAM NEXUS:** Jeff Warner

**NEXUS STAFF:** Rick Katze

**ZAMBIA:** Peter Olszowka

**SysADMIN:** Dan Franklin

**REGISTRATION:** Melia Beetham

**ASSISTANT :** Joshua Rachlin, Peter Brenton

**PRE-CON STAFF:** Sara Gussin, Diana Hsu, Amol Vaidya

**AT-CON STAFF:** Wendee Abramo, Rob Castiello, Jesse Cox, Kelly Fabijanec, Jennifer Fitzsimmons-Gauger, Shazza Gilbert, Timothy O. Goyette, Kathy Grider, Sara Gussin, Diana Hsu, Kara Hurvitz, Nurit Janovich, Danielle Reese, Jana Spencer, Skye Souter, Amol Vaidya, Nora Vitale, Rob Castiello

**CONGO ASSISTANCE:** Dave Shevett

**STAFF SERVICES:** Anna Bradley, Terry Holt

**MASSAGE DEN:** Stephen Balzac

**STAFF:** Eric Bornstein, Lilith Asteroth, Audrey Adams, Cat Stoltz, Becca Mandel, Whitney Adams

**VOLUNTEER COORDINATOR:** Erik J. Meyer-Curley

**VOLUNTEER LOUNGE COORDINATOR:** Terry Holt

**ASSISTANTS:** Elliot Oberholtzer

**DUCK HUNT:** Talis Thorndike Love

**SPACE PILOT PROGRAM:** Allison Feldhusen

**STAFF NEWSLETTER:** Terry Holt, Anna Bradley

**TRAINING:** Shaina Doberman

**T-SHIRT AND SWAG COORDINATION:** Anna Bradley

**VOLUNTEER SHIRT ART:** Jenny Akerman

**RIBBONS:** Sharon Sbarsky, Anna Bradley

**THURSDAY NIGHT STAFF DINNER COORDINATOR:** Terry Holt

**TECHNICAL SERVICES:** Persis Thorndike

**ASSISTANT:** Abby Noyce

**TD MINDER:** Erin Benson

**EVENTS LIAISONS:** Persis Thorndike, Abby Noyce

**DANCE EVENTS LIAISON:** BDan Fairchild

**ROOM DESIGNS AND DOCUMENTS:** David H. Silber

**PROGRAM AV:** Rick Kovalcik

**STAFF:** Joseph Averett, Will Coakley, Sherene Raisbeck, Greg Westland

**LIGHTING DESIGNER:** David H. Silber

**LD EMERITUS:** \*hobbit\*

**ASSISTANT LD:** Liana Olear

**DANCE TENT LD:** Angela Morley

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**SD EMERITUS:** Paul Kraus

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# Writer Guest of Honor N. K. JEMISIN

*An Appreciation by Kate Elliott*



In trying to track down how Nora and I first met, I ran across two emails from 2009.

First, she emailed me to thank me for writing a blurb for her (fabulous) debut novel, *The Hundred Thousand Kingdoms* (“the provocative and exciting debut novel by a writer whose work I hope to be reading for a long time to come,” a comment I enthusiastically stand by).

Four months later I emailed her to ask if by any chance she would be willing to beta read an early draft of *Cold Magic*, and she kindly was. The critique she gave exemplifies a lot about her: She cut me no slack because she simply assumed I was up for the truth.

Her writing on science fiction and fantasy, entertainment, race, and politics has made a powerful impression in the field, first on LiveJournal and later on her own blog and in other online venues. In the USA, it is never a simple or safe act to speak openly and honestly about culture and history, and even less simple or safe to do so when you are a black woman. As a writer of both non-fiction and fiction in multiple forms, Nora consistently and persistently speaks truth. She hasn’t been “shy about offering suggestions for change,” as she said in her Guest of Honor Speech at Australian convention Continuum in 2013, where she discussed how “it is time that we all recognized the real history of this genre, and acknowledged the breadth and

diversity of its contributors.” She doesn’t have the luxury of ignoring hostile attacks or pretending that racism and sexism do not exist, and I want to express my own great appreciation of how vital it is to the field and for every one of us that Nora is willing to keep putting herself out there and calling out the bigotry in the field we love. She shouldn’t have to, but she does. It takes courage and stubbornness and brilliance, all of which she possesses in abundance.

Every time she writes that “everyone who dreams is capable of participating in these genres” (WisCon Guest of Honor speech, 2014), she holds up a lamp that acts as a beacon to bring more writers and artists and readers and professionals into a field that, to truly fulfill its promise, needs to be actually as universally vast as the claims made for its vision and scope.

Of course most of us know her best for her fiction. She started publishing short fiction in 2004. Her excellent debut novel came out in 2010 and won the 2011 Locus Award for Best First Novel as well as the Romantic Times Reviewers’ Choice Award; it was also nominated for the Hugo, Nebula, Crawford, Gemmell, Tiptree, and World Fantasy awards. Say that five times fast.

Her sixth novel, *The Fifth Season*, is due in August 2015, and is one of the most eagerly awaited releases of the year.

For me one of the striking elements of Nora’s fiction is its insistence on unfolding the human condition in a way that demands we consider humanity in all its worst, and best, aspects. Hers is a complex vision that doesn’t trade in easy answers. She reminds the reader that people are complicated, flawed, and inconsistent, that they make mistakes and compound them and maybe, possibly, try to redeem themselves. She sees both cruelty and love as possibilities, and her work always digs at the deep connections that, for better or worse, link people together.

She is also adept at voice. Her first person writing truly creates the personality of the speaker; none of her first person narratives could ever be mistaken for any of the others because they are each so distinct both in language use and in how and what they convey about the individual telling the story. Her third person prose has gorgeous descriptive language and the ability to shock and delight in equal measure.

Nora and I met in actual person at World Fantasy Convention in San Jose in the Fall of 2009. I vividly recall going to her reading; the room was packed, and the space breathed a palpable excitement as she read an excerpt from her forthcoming debut. Her



command of voice, the way she uses language to evoke personality and setting, has a strength that makes her writer's voice unmistakable and unforgettable.

Many of our subsequent meetings have taken place over food and/or drinks: a Scandinavian restaurant in Manhattan, a Brooklyn hipster joint, her launch party for the novel *Kingdom of Gods*, complete with the game Twister (the main character being a trickster/child god, natch) and mixed drinks appropriate to a "Sleepover of the Gods" themed pajama party, like the Rummy Bear (White rum, blue Curacao, lemon juice, simple syrup, with gummy bear garnish).

However I have a special personal fondness for the visit she made to the Big Island of Hawaii to do research for *The Fifth Season*. I flew over for the day from Oahu, and we drove around the Big Island seeing

Akaka Falls, Waipio Valley, an ancient Hawaiian heiau (temple), and (of course) eating and drinking. All that day we carried on an extended conversation about women in genre, a discussion we afterward kept encouraging ourselves to try to recapture in a joint blog post which we never had time to write. We touched on a little of it in our joint Rocket Talk podcast discussion with Justin Landon, at Tor.com.

Here's the thing about Nora: She has a lot of important things to say, and I for one will never get tired of listening to and reading her. 🐉

Kate Elliott is the author of multiple SF/F novels, including *Cold Magic*, *Spirit Gate*, *King's Dragon*, and *Jaran*. She lives in Hawaii where, for fun, she paddles outrigger canoes.

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# L'ALCHIMISTA

by N. K. Jemisin

The assistants had ruined the caponata soup. Screaming and flinging hot pappardelle after them, Franca stopped on the inn's sidewalk to pant for air as their backs faded into the snow-flecked night.

"Problematic, signora," said a voice to her left. "Now who will help you in the kitchen?"

Franca turned, lifting her ladle to confront a specter. Or so the man seemed, hidden as he was within a voluminous winter coat and wide-brimmed hat. In the light from the sodium lamps she could make out the etching of a face within the hat's shadow. Thin graceful lines of nose and chin and lips, the lattermost curved in a smile. The smile did not help her mood.

"More problematic than they're worth," Franca said, putting her free hand on one ample hip, "and so will you be if you're here a-begging. Or if you're a flasher, go find the widow Annabella down the street; I hear she's not picky."

The smile widened. "Not begging, signora, except perhaps for some warmth and a good meal. I heard both could be found here."

"Heard where?" Franca narrowed her eyes, suspicious. None of the travel websites would list any inn where she worked.

"The market, the taxi, folk on the street. Your kitchen comes highly recommended among those who care more about skill than popularity."

It was cheap flattery, but enough that she gave him a second look. His old coat was of decent quality, its lines elegant if plain. The hat was the sort of thing she recalled seeing on old men in the mountain villages, the ones who sat about all day commenting on the world. Not a beggar, perhaps, but certainly no man of means. Still, he had taste and tact; that was enough to decide her.

"The Milano night is cold," she said, gesturing toward the door with the ladle. "I suppose I can keep my kitchen warm awhile longer."

"You have my gratitude, signora." The man moved past her and inside, pausing first to knock snow off his boots at the door.

The common room of the inn had closed down for the evening some time before, though the smell of cigarettes and prosciutto lingered in the air. Old deaf Giovanni hummed to himself as he swept behind the bar; long used to Franca's tantrums, he had already cleaned up the pappardelle from the walls and floor. The stranger paused to look about and for a moment Franca sighed, ashamed as always by the badly-sealed stone walls, the uneven wooden floor, and the yellowed newspaper clippings and photographs decorating the walls. It was a cozy little inn, the locals said. So rustic, so quaint.

So far have I fallen, she thought.

"The special tonight is hare." She said it gruffly, picking up a nearby rag to give the table a cursory swipe. "Nothing left of tonight's soup though, and tomorrow's caponata is scorched so you'll have to do without an appetizer. I suppose there might still be some pappardelle."

The man sat down, not removing his hat and coat. "Hare?" He lifted his head slightly—his face was still in shadow—and sniffed the air. "Roasted in an herb-crust?"

"And a dolce e forte sauce, with Sicilian cabernet."

"You'll have used tomatoes as a thickener, then."

"I'll have used hare's blood, as God intended before the damned Americas were discovered. Do you want it or not?"

"Please. With the pappardelle—such as you have left."

Franca snorted and went into the kitchen. For a moment she contemplated simply reheating leftovers from the freezer. The sauce's tart sweetness would only have deteriorated a little, and her guest would probably never know the difference.

Bah—she was thinking like one of the stupid assistants, for whom the subtle arts of the kitchen were merely a job, a living, a way to impress their friends. What did her audience matter, dignitary or destitute? She cooked for herself, and she had never cooked less than her best.

So she cut apart the hare and browned the quarters with garlic and onion, searing the meat to seal the juices before removing it to the oven to roast. Then after deglazing the browning pan with red wine, she added vegetables, herbs, the organ meats and blood. This she simmered uncovered to reduce, meanwhile basting the oven quarters with honey and horseradish. The pappardelle she boiled in salted water, al dente, and tossed with the sauce. As a finishing touch she set the roasted hare portions to stand at the center and grated parmeggiano around the dish's edge.

And while she worked, the small nuisances of the day faded and her mind focused wholly on the marvel of creation. There was such balance in food. Sweetness and sharpness, blood and oil, the delicate influence of ingredients and the controlling power of flame... If only men and women could be so simple, so malleable! "Give me a well-stocked kitchen and I could rule the world," she whispered to herself, and wished for all her heart that it was true.

The meal was done. She carried the platter out to the common room and set it down in front of the man. "You'll want wine?"

"In a moment." The man lifted a hand to waft the dish's steam toward himself; Franca could barely hear his soft inhalation. "Ah. And now..." He took up the spoon and tasted the sauce, then plucked loose a mor-

sel of hare. He chewed slowly and thoughtfully, then swirled a few fat ribbons of pappardelle in the sauce before slurping them up. He took his time tasting this as well.

Franca folded her arms. She usually didn't watch when people ate her dishes—it felt somehow incestuous—but something about this man had piqued her interest. “Well?”

The man looked up at her and for the first time she got a good look at his face. Older than she'd expected, gaunt and solemn though his eyes were merry. Might have been handsome twenty years before. Not Italian, though his Milan accent had been flawless; she could not guess his ancestry other than that. French, perhaps, or UK.

“Marvelous. The perfect balance of salt and sweetness, the tang of the capers, the tender texture... all blended with such subtlety. Signora, you are amazing.”

“I know.” Inordinately pleased, Franca went to the bar and returned with a wine bottle, a corkscrew, and a glass, all of which she thumped down in front of him. Old Giovanni was gone, probably to bed. Isadora, the inn's owner, might notice the missing wine when she next did inventory, but Franca would blame it on the assistants she'd just fired. “Call me when you're done.”

She'd just finished cleaning up the kitchen—perhaps she would miss the assistants a little—when she heard his call from the common room. “Mi scuza, signora, I've just finished the best meal of my life.”

She stepped outside to see with satisfaction that he had cleaned his plate. “I suppose I could make something for dessert.”

“Perhaps next time, signora. I cannot linger tonight, though I shall most certainly return.” The man dabbed his lips with a napkin, belched heartily, and pushed back his chair. “In the meantime, I must repay you for your talent and effort—though for that I have something more interesting than money to offer. A challenge.”

She did not particularly care whether he paid; it wasn't her inn. But at his words she lifted an eyebrow. “What sort of challenge?”

“A very special one.” He slipped a hand into his coat like an old-fashioned pistolero, but before Franca could worry he pulled out a bulging sack made of what looked like deerhide. He set this on the table—carefully, Franca noted.

“You are willing to follow a recipe? So many chefs of your caliber think themselves above the direction of others.”

She lifted her chin. “I was head chef for Parliament once—before that bastard Berlusconi, anyhow. While I was there I had to make Florentine dishes like a Florentine and Venetian dishes like a Venetian and the Madonna help me if I did them wrong. If the recipe is sound, I can follow it.”

“This one is sound. Just difficult. I present it to you, along with a few special ingredients.” He gestured toward the sack with a flourish. “I have been looking

for a true artist of the kitchen for some time, signora. I beg you not to disappoint me.”

She stared after him as he straightened, touched fingertips to the brim of his hat, and walked out with a smile.

Bemused, she picked up the sack and emptied it onto the table. An astonishing number of items fell out: an assortment of what looked like balls of dirt, a wad of moss, twenty or thirty fresh herb-bunches tied with string, and three great gnarled things like the mating of an onion with a tree-bole. Last there fluttered out a small roll of parchment paper, held shut with an old-fashioned wax seal.

“Not a beggar indeed; a madman,” she murmured, but she picked up the scroll and opened it nevertheless.

*Signora,*

*The ingredients of this recipe must be blended precisely. Any deviation could be dangerous. Please do not waste the frava root; it is very difficult to come by.*

This was followed by a beautifully illegible signature and a list of the ingredients provided. The gnarled things must be the frava root, she decided, whatever that was. The herbs were a mixture of familiar and unfamiliar; tarragon was followed by “3 sprigs takiprik” and “powdered honavia”. Then she gasped, for the recipe listed something that was truly impossible. She set the parchment down and snatched up one of the dirtballs.

Tartufo bianco. A white truffle.

Freshly-dug; the clay covering hadn't even dried. A dozen of them lay scattered on the table—no, two dozen. Last she'd heard, white truffles sold for 1500 Euros a kilo in the chefs' markets uptown. Her “beggar” had been carrying a fortune in fungi about in his coat.

She took a shaking breath and picked up the parchment again. At the bottom of the page was the recipe itself. She made herself read it, and read it again. Then, disbelieving, she read it through a third time.

“Roast the truffles...” That was bad enough. Truffles were best uncooked. But a little further on she saw “evaporate the anise effusion under a cheesecloth” and later “on bisection of the frava: a blowtorch will be required.”

It was a bitch of a thing. A monster of a thing. And cruel; it would use up more than half the truffles he'd given her, if not all.

And yet... she felt the familiar clench in her belly, the thrill along her spine. A challenge, the man had called it. Oh and it was, for even as her practical mind insisted she ignore the mad recipe and take the truffles out to sell, her heart was pounding in excitement.

She got to her feet, gathered up the ingredients, and carried them into the kitchen. She put them into their proper places—herbs in the herb rack, strange roots with the potatoes. The truffles she put into a risotto basket and tucked away under the sink. She took in the dishes the man had emptied, wiped down the

table, and cleaned up the kitchen. Then she shut off the lights and headed home.

I'll sleep on it, she told herself, but that was a lie. She had already made up her mind.



It took five days.

Franca informed Isadora that she would be taking a vacation that week. Isadora was upset at the late notice, but had no choice; she had asked Franca to work through August when the most of the country enjoyed its traditional four weeks of vacation. Franca's price had been compensatory time whenever she wanted. But when Franca informed Isadora that she would be using the kitchen during her vacation, the old innkeeper had grown curious. "Who works on vacation?" she asked. And Franca had replied that she would not be working, but creating.

There were problems. The unidentifiable ingredients: she researched on the internet, browsed through books, even did chemical tests to make sure she knew what was what. But in all her searching, she never once found any reference to a frava root. The root's smell was bitter when she finally wrestled one open, and there was a faint underscent of something fouler, like hot asphalt. She made herself taste it and her tongue went numb for two days—a severe handicap for any chef, but doubly frustrating under the circumstances.

Worse, the recipe was unclear. "A pinch" here and "a spoonful" there, interspersed with "select a mid-sized" example of this or that. She had never worried about such things before; art was rarely exact. But the strange fellow's note had been emphatic about precision, so Franca had no choice but to employ a blend of intuition and quasi-science to determine the correct balance. She calculated that the truffles' oils would need to be emulsified by an equal proportion of ground herbs. She added a third thread of saffron because the mixture's color just didn't look right.

She also thanked God she'd fired the assistants. Just having them around would have cocked up everything.

But despite the stress and the labor, she persevered and triumphed—or so she thought. The resulting concoction, shaped into bite-sized loaves each precisely thirty grams in weight, looked unappetizing and smelled worse. Surely the things were not supposed to develop that greenish oily sheen after she chilled them? She stored them in the small freezer, for fear the deep freeze's thermostat might spark and set the cakes on fire.

On the night that she finished, the stranger returned.



Franca hovered nervously this time while her guest sat down to table. She had opted for a presentation of elegant simplicity on plain china, but this was a feeble diversion. The frava cakes had the color and texture of that American monstrosity called Spam. They smelled like petrol, and the one she'd dared to taste had been indescribable—somewhere between fish liver and

turpentine, with a subtle underflavor of rotten egg. She waited for his disgust while mourning the waste of so many beautiful truffles.

"Ah," breathed the man, wafting the scent toward himself. "Just now ripe, I see. And the taste..." He picked up one of the cakes and popped it into his mouth. She winced as he grimaced, but then he swallowed and smiled. "Perfect."

"Perfect?" She stared at him. "If I hadn't tasted one myself I would say you just ate poison, signore. Never in my life have I made anything so foul."

He smiled and lifted the glass of riesling she'd poured in hope of countering the cakes' bitterness with sweet. "But they aren't meant to taste good, signora," he said. He paused to take a long sip of the wine. She nearly bounced on her toes while he held it in his mouth a moment before swallowing. "The important thing is that the ingredients were mixed in the proper proportions. Doing it wrong creates a substance so noxious the very fumes can kill. But doing it right..."

He stretched out a hand, examining the back of it. She followed the gesture in confusion. "Yes? Yes? Doing it right?"

He looked up at her. The hat still shadowed his eyes, but—She blinked, frowned, peered closer. Then took a step back.

He was handsome now. Not quite as handsome as she'd speculated, but certainly better-looking. As if he'd suddenly become a good ten years younger.

He smiled and popped another of the cakes into his mouth. This time it happened while Franca watched. The deepest-etched lines in his face lightened and the gauntness filled out. In a few seconds she was looking at a hale and healthy man of middle years.

"Go and look at yourself, signora," he said, his eyes twinkling. "You tried one, didn't you?"

"Oh, Madonna," Franca whispered, and hurried through the kitchen to the employees' bathroom. Even in Isadora's cheap lighting the difference was clear. The lines in her face had faded, and the second chin she'd been working on since her mid-forties was now smooth taut skin. She examined herself everywhere and found that she'd lost ten pounds and her breasts were still in the vicinity of her chest.

When the shock finally began to fade, she stumbled back to the common room. Her guest stood beside the table, inserting the last of the cakes into a wooden box incised with strange designs. He closed the lid and smiled at her again.

"How...?" It was all she could manage.

"Through your five days of labor, of course," he replied, "and your pure skill in the kitchen. The last time I tried this recipe it nearly killed me. Thanks to you, my life is now renewed."

She stared at him, mind and tongue mute. Then he gave another of those little flourishes and she noticed that another deerhide sack lay on the table.

"No." She shook her head, unable to express her horror. She needed a month of sleep. She could not



bear more strange ingredients. She was afraid of another recipe that could cook the impossible. She was afraid of him, who brought such things.

"The choice is yours, signora. The ingredients will keep until you're ready. No recipe this time; I want to see what you can do on your own. When you're finished, if you finish, we'll speak again."

He tipped his hat once more and strode out on his vigorous younger legs.

== ➡ \* ⬅ ==

She took another week off.

Isadora was incensed, but finally capitulated as Franca had known she would. If Franca hadn't once spat on the most powerful man in Italy (who'd had the nerve to call her zabaglione boring!) Isadora would have been stuck with a second-rate chef from a third-rate school. Franca needed the job, but Isadora needed to keep Franca happy.

"At least the vacation is doing you some good," Isadora grumbled. "You don't look quite so much the hag today."

The deerhide bag sat on a counter in the kitchen. Franca did not touch it for several days. She cleaned up the mess left behind by the frava cakes and went home to sleep for the whole weekend. On Lunedì she rose, went to the hairdresser (who exclaimed over the perfection of her coloring job; the gray was all but gone), visited her favorite stalls at the farmers' piazza and the fish pier, and meandered home. The whole time her mind was racing, her heart a-thud. The deerhide bag. The waiting nightmare. The possibilities.

Returning to her bungalow, she set down her purchases and went to the mirror. Her own face stared back at her, haunted and younger. Once she had been at the top of her field: a certified master, a respected woman in a man's profession, an artist with a promising career. One error of judgment had sentenced her to an endless Purgatory of downscale, dead-end restaurants. She would not have minded that so much if the appreciation had not vanished along with the acclaim, but there it was: she was a better chef now than she'd been at the height of her career, and no one cared. Except one man.

I want to see what you can do on your own, her stranger had said.

A slow, ferocious smile stretched across her lips. Had she been actually looking at herself in the mirror, she might have marveled at the beauty this smile produced, but her mind had already turned to the deerhide bag.

"Just you wait," she whispered to herself, and to her peculiar dining guest. "Just you see what I can do."

She went to the inn, and into the kitchen, and there she opened the bag.

Three more sprigs of takiprik. An assortment of more mushrooms, including several which were red with vibrant blue stripes. Five vials of powdered herbs which were fortunately labeled, though she had never before heard the names. The carcasses—somehow fresh, though the bag had lain about for days—of four

mid-sized birds with brilliant red-gold feathers. A large wart-covered melon of some sort. A length of vine laden with cherry-red fruits. An ancient, dusty bottle, sealed liberally with wax.

Franca snorted to herself. No worse than the master chef's exam.

So she set to work, sorting the mushrooms and testing the herbs. She plucked and gutted one of the birds, puzzling for a moment over a strange, hard object in its gullet which was hot to the touch. Though the vine fruits smelled heavenly, she quickly discovered that their fragrance could send her into a daydreaming fugue for an hour or more. "Potential," she declared, then plugged her nose and sliced them up anyhow.

And as always while she worked, the small nuisances of life faded, and she lost herself in the marvel of creation.

== ➡ \* ⬅ ==

Franca put the finishing touches on her dishes and carried them out to the table. Not at all to her surprise, the man was waiting for her, smiling from beneath his wide-brimmed hat.

"Such rich aromas," he said, watching as she set down the tray. She had draped a covering cloth over it; steam curled from beneath the cloth's edge. "But the items I gave you weren't meant—"

"Never mind what was meant. They are what they are," Franca said primly. "A true chef never interferes with the power of food. She simply reveals it."

And with a flourish she pulled the covering cloth away. His eyes widened. She let him absorb what he saw while she poured him a very dry sauvignon blanc. When he picked up his fork, she smiled at his hesitation.

"You made a dessert out of the firebirds?"

"Is that what they're called? Yes, their livers had a sweetness that I liked once I blanched out the toxins. Ground fine with beet juice and muscat wine, then chilled. The cups are pumpkin coated with honeyed isinglass."

The hat tilted up as he peered at her, then back down. "And this?" He pointed toward a plate holding puffy circles of squid-ink pasta, drizzled with golden sauce and a startlingly white powder.

"Panicles stuffed with basil-flavored ricotta, takiprik, and electric mushroom strips soaked in Brunello wine. Dusted with potato flour to soften the tartness. The sauce is clarified butter warmed with picklemelon extract."

The hat tilted up again. "Electric mushroom. Picklemelon."

"Well, I had to call them something."

"Indeed." He pointed wordlessly then at the center course, a silver platter bearing half of the picklemelon's rind as a bowl for a whole roasted fowl. The smoking globule in its beak made for a particularly dramatic presentation.

"Whole hen firebird. The stuffing is a seven-mushroom blend with mincemeat, pork sausage, rosewater herb, and sage. Are you going to eat any of this?"

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"There's so much, in such variety. Where do you recommend I begin?"

She pointed at a platter of bruschetta on slabs of crusty bread. "Tomino cheese, fresh sardines, olive oil pressed with dreamfruit seed, and pine nuts marinated in absinthe. I find the absinthe eases the narcotic effect of the dreamfruit. The dreams last hours, but are far less... shall we say, overwhelming? Instead they stimulate the other senses so that one more properly enjoys the rest of the meal."

"Ah, thus the appetizer. Then there I shall begin." And he did.

Franca watched, feeling quite smug as he discovered each dish's delights. He gasped when the stuffed panicles gave him a jolt, but then he chuckled and amused himself throwing bolts of lightning across the room at the doorknobs. Then he sampled the partridge breast crepe rolls, liberally sprinkled with the strange elixir that had come from the dusty bottle. She had found that this marvelously spicy and thick substance caused the occasional imp to appear, so to counter that effect she had gone to the nearby church and gotten some holy water to thin the crepe batter. His eyes widened in pleasure as the elixir and holy water sizzled together in his mouth; she smirked. As she had planned, the firebird's glaze—which contained a few drops of leftover frava oil—sparked on the flintgizzard in its mouth and caught fire the moment he tried to carve a slice. The illusory flames billowed and curled around the dish like the bird's lost feathers, and the slice he'd cut floated gracefully to his plate.

And so it went. By the time he'd finished the dessert he was laughing aloud in pure delight and the common room was a wreck. That had been mostly the result of the dreamvine gnocchi, which he ate too soon after the firebird roast gave him temporary wings. Vandals, she would tell Isadora. Probably the disgruntled former assistants.

"Well," he said at last, dabbing his lips with a napkin, "now I truly have had the best meal of my life, signora. Grazie, grazie. You've surpassed my every hope."

"Oh?" Franca raised both eyebrows. "Does this mean you'll leave me another bag of strange things?"

"I could, signora, but I would prefer instead to show you where to find your own."

She tensed in interest. "My own?"

"Certainly. And then if I may be bold, I have an offer for you. A job offer, I should say."

She quirked a wry eyebrow. "You really aren't much of a beggar, are you, signore? You're not poor enough by far."

He laughed. "If it's any consolation signora, I am a poor man now by the standards of my past. In my youth—my true youth—one could work wonders with eye of newt and a cauldron. But alas, the world has changed."

"I should hope so. Whyever would you waste your time with something as foul as newts' eyes?"

"Because all things contain power, signora, and some have more power than most. Science has only recently discovered that truth, but certain professions in the world—yours, mine—have known it for centuries. Who is to say plutonium is more powerful than, say, rice? One takes away a million lives, the other saves a hundred times as many." He smiled, pausing to take a long appreciative sip of wine.

"So now you're a nuclear technician."

Another laugh. "What I am is your apprentice, signora, if you'll have me. My art is too primitive for these times. The old techniques no longer have the same effect, and when they do the effect is less potent. More importantly, I no longer want to use the old techniques." He made a face. "I find them... crude. But you, signora, understand subtlety and balance, the proper places of form and function, the interaction of the world with the senses." He put a hand over his waist and offered a little bow from his seat. "I would learn that from you, if you will teach me."

She stared at him, but her mind came alive with the possibilities. No more customers with tastebuds of stone. No more assistants with fumbling fingers and proleterian minds. Her guest had already shown ten thousand times more refinement; it would be a joy to teach him. And yet...

She put her hands on her hips. "I'm no easy taskmistress. I expect work. I expect art."

He pushed back from the table and got to his feet, sweeping his hat from his head in a true bow. "As much as my poor soul can produce, signora."

"My kitchen will need to be top notch."

"Two floors of my citadel shall be yours to remodel and stock as you please."

A citadel. This had promise. "I'll ask no apprentice fee of you, but I expect room and board and a stipend."

"Two more floors for an apartment, outfitted to your liking. As for the stipend, I have little in the way of ready funds but you will lack for nothing materially."

"An expense account?"

"A substantial supply of lead, actually, bought for a pittance. It converts very well to gold through the application of a certain aromatic oil."

She considered this for a moment. "All right. And I'll want a sample of that oil. Aromatics always have possibilities."

"But of course, signora."

She tapped her foot, wondering how far she dared. "And vacation in August like everyone else."

He smiled. "Whenever you wish."

She folded her arms, regarding his young-old face in silence now, debating with herself. He could be lying about all of it. He could be a crazy murderer. He could be a politician.

Well. Probably not a politician.

"I suppose I can at least see this citadel of yours," she said at last. "If the kitchen space is as large as you say, I'll need to begin inventory on what stock you already have. Amateurs never have the right pots and pans."



He grinned as if she'd given him a kiss. "As you like, signora. Shall we?"

He tossed the cloth over the emptied dishes, stepped around the shattered chairs, and offered her his arm. She took it, blushing a little as he led her toward the door.

"You must promise me one final thing, signore."

"And that is?"

"The truffles, signore. Never ask me to cook them again."

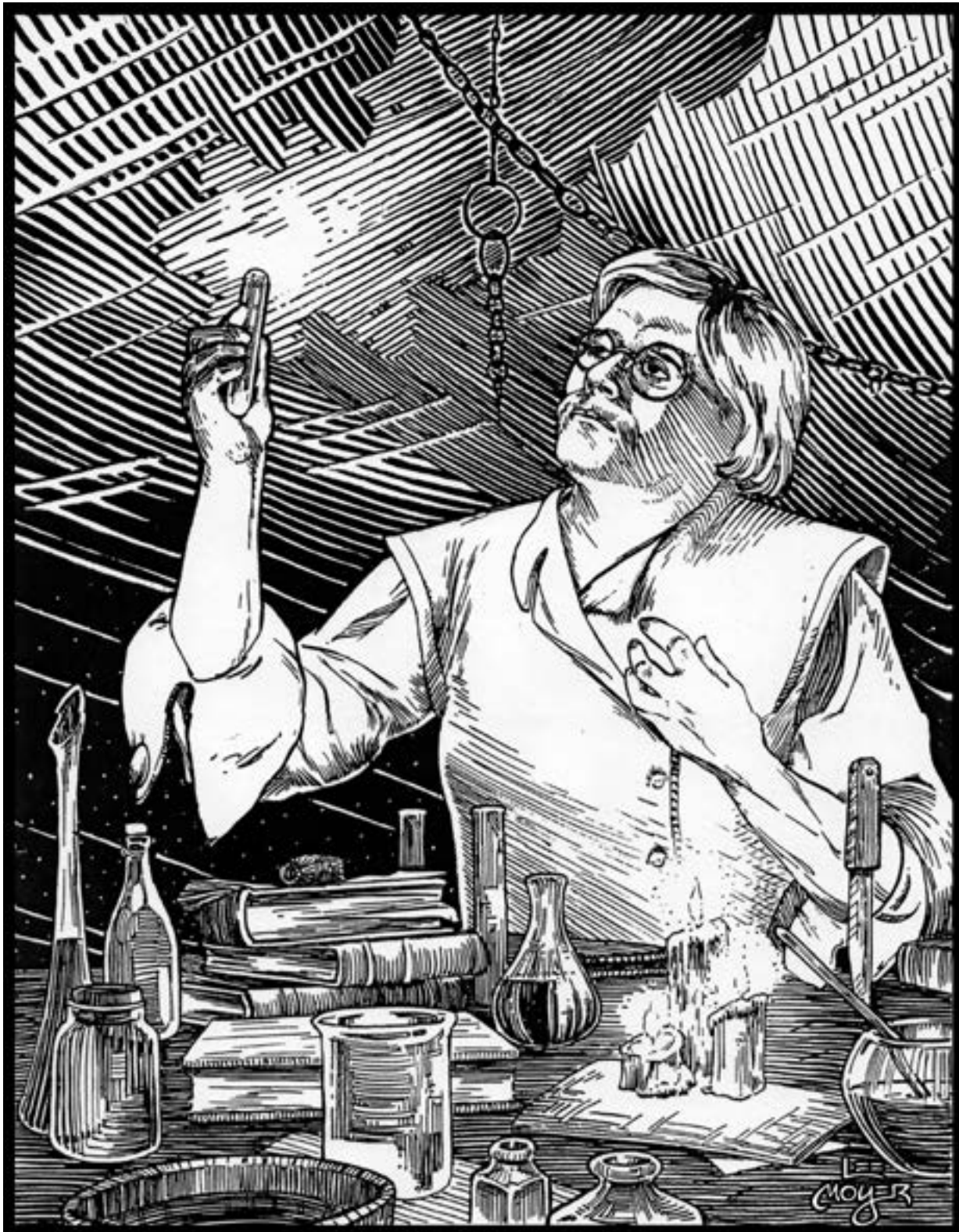
He raised both eyebrows. "But the frava cakes—"

"Are foul, and should never be forced upon another human being. I can bake up a hundred ways to keep us young, never fear. It is only a matter of art."

He stared at her for a long moment, and then his young face stretched in a slow smile. "So it must be, signora. So it must be."

They walked together, arm in arm, into the snowy Milano night. ➤

First published in the anthology *Scattered, Covered, Smothered*, Two Cranes Press, 2004.



# *Fan Guest of Honor* **COLETTE H. FOZARD** *An Appreciation by John Glindeman & Tim Roberge*



**I**ntro: January 20, 2014 — 8:00 a.m. (MLK Monday at Arisia). Two police detectives knock on a hotel room door. Tim's bloodshot eyes peer out from above the linked security chain covered gap of the open door.

"Dude, the party is closed."

The detectives' up-held badges accompany the male cop's smooth baritone as he gestures to himself and then the

redheaded woman standing next to him.

"Detective Scolder and my partner Detective Mulley."

Tim's sleep blurred eyes attempt to focus as he tries to process the information with his exhausted brain, then he simply nods politely.

"We need to speak to John Glindeman and Tim Roberge."

A yawn cracks apart Tim's weary expression before he asks, "Can it wait—we just got to bed?"

"We just need to ask you a few questions." The firmness in the detective's tone makes it clear that it can't. Tim excuses himself, rouses John, and the two of them slip quietly into the hall to let the rest of the room continue sleeping.

Under the dim lights of the hotel hallway, with the ubiquitous industrial carpeting cushioning the sounds of their movements, the detectives move a few paces away from the room's door and begin their interrogation of the two men. "You aren't in any trouble, we just need some information for our...investigation. It appears our records are incomplete, and we were directed to you two as possible sources. We aren't sure which one of you might know what we need to know, so if you both could answer our questions, when you have anything to say, that would be very helpful." Detective Mulley reassured them with her sincere tone and an open handed gesture, while Detective Scolder took out his notepad and pen.

With a slight smile the redheaded woman asked, "How did you meet Colette Fozard?"

John stifled a yawn before shaking his head slowly and then admitted, "I don't recall exactly when Colette showed up in my part of Fandom—I just know

she went from not there to omnipresent in a very short time. While my friend Mike Sprague obfuscates in a crowd, Colette just appears and was always there at the center of the event."

Tim looked upward momentarily, as if mentally reviewing an internal inventory before he replied, "We had gone past each other in the hallways at Balticon a few times. I think that I finally met her in '97 at Arisia, as I came in to give a heads-up to the ChocolateCon party that the hotel was about to put some pilots in the room next door." He chuckled before he added, "Little did I know then that I had just met a super hero with a giant robot."

Detective Scolder was quick to jump on that last bit of information. "Are you saying she has access to some kind of advanced weapons technology, that she uses an alias, or has an alternate identity?"

John laughed at the idea of the direct and forthright Colette needing to hide who she was at all, or needing to resort to violence when her keen mind had never failed her yet, and shook his head negatively.

Tim rebuffed the question with a hurriedly added explanation, "Remember what I said about meeting a super hero? I always thought that she was just a little overboard with the Hello Kitty madness sometimes. Recently, things started to make sense. She admitted, after that story about Hello Kitty being a girl in a mask and not being a cat came out, that she had been Hello Kitty all along." Tim paused for breath before he added, "This explains her ability to inspire people, and her sudden appearances seemingly out of nowhere. Where she had the giant robot parked all of these years, I have no idea. It's probably hidden under the endless pile of Hard Rock Cafe Bears." He grinned knowingly at John, who added, "She does have quite a personal collection of Hello Kitty tchotchkes, and other fandom memorabilia. She's an avid collector of what she loves. She saw my son's Hello Kitty costume dress last Arisia, and asked for one of her own. We're working on getting one together for her now."

Detective Scolder looked at Detective Mulley and mouthed the words "son", "Hello Kitty", and "costume dress", showing some slight confusion on the matter. The woman merely raised an eyebrow and mouthed back "drag queen?" silently, while shrugging her shoulders slightly, giving little of her personal opinion on the subject away.

Clearing his throat briefly, Detective Scolder asked, "Where might we find her?"

John chimed in first this time, "Usually you can find Colette one of three places—where the problem



is in need of resolution, where there is a chance to find new recruits, or where the party is going on to celebrate that all is going smoothly." He added a nod of approval to emphasize his certainty at this.

Pointing first with one hand, and then the other, by way of illustration, Tim echoed the sentiments just expressed, "Either in the center of the maelstrom, successfully herding cats to cancel it out...or running a party that outlasts the Admiral's party down the hall."

John chuckled as he included another fond memory. "We host rocket fuel parties, and Colette has been known to stay until the party closes down, talking with anyone and everyone, enjoying the camaraderie, and blowing off some steam in the process."

Detective Mulley interjected, taking up the line laid out by the earlier comment on finding new recruits. "Has she recruited you to work in Fandom?"

Nodding, John replied, "Yes, both directly and indirectly. Colette makes the process of running conventions fun, even to veterans who should know better than to expect smooth sailing. She resolves issues with a professional manner, but doesn't forget we are a volunteer social group. You are drawn in by the mesmerizing way that she makes it all look so effortless, and then your loyalty is ensured when she is willing to put it all on the line to make everything work perfectly. Or at least as well as it can, given the limitations of any intersection between plans and fandom."

Tim was eager to add his two cents at this point, "Not exactly, but she did keep me from gafiating completely by dragging me into Anime Convention work for a spell. She also was the only person since the millennium to get me to work Arisia at staff level. Where she got those photos, I still don't know...oops." He clapped his hand over his mouth to stop anything incriminating from coming out next.

It was a good thing the detectives were more concerned with the unfamiliar vocabulary and queried together, "Gafiating? What is that?"

Tim explained quickly, "Dude, it's getting away from it all...when you burn out on fandom and take a break from it. Though I've never yet known Colette to do that."

The male detective took the lead on the next question. "Does she have a Modus Operandi?"

Both men exchanged glances and smiles, with John nodding to Tim to go ahead. Tim's eyes lit up in eagerness to explain this fascinating woman. "She's a whiz at knowing what to do or who to call to solve any issue. Think of her as a deluxe model Swiss Army knife, only made in Boston, and trying to be Japanese. At the same time, she somehow makes it fun to raise the bar on service."

He suddenly shivered and added quickly, "Don't get between her and her Patriots. You wouldn't like her if you got between her and her Patriots." John nodded in the affirmative. "As a Chargers fan I've been on the receiving end of that. When her Patriots were losing, I feared for my life...a little." He ruminated for a

moment before adding, "She's the only person I know who had a coin toss at her wedding."

Detective Mulley looked like she wanted to ask for clarification on that last statement, hands firmly on her hips at this point, but Detective Scolder gave her an "I'll explain it to you later" look and forged ahead. "Does she have any known associates?"

Tim smiled widely as he spoke up. "The question isn't so much, 'Who associates with her?' It's more like, 'Who doesn't?' Not only does she make new friends at every convention, she has been bringing the different circles together for years." With a slight shrug of apology, John added, "I'm a board gamer, and Colette's husband Chuck, also a gamer, has been known to game with us, with Colette dropping by from time to time, just to check up on us. But they've also managed to convince my wife and me to volunteer at different convention than this one, thanks to their sterling example of being willing to serve other's needs to make sure a con succeeds for everyone who attends it."

Both of the detectives caught each other's eyes and exchanged a significant glance at that moment. Detective Scolder tucked his notebook away and laced his fingers together in a gesture of completion. "Well, I think that about answers all of our questions. Thank you gentlemen for your time. We are sorry to have disturbed you at this hour, but time was of the essence."

At that it was Tim and John's turn to eyeball each other, and they both asked, one after the other, "You said we weren't in trouble, but is Colette okay?" "Yeah, what is this all about?"

The woman detective looked at the man and shrugged, indicating she didn't care if he answered or not. He suddenly looked sheepish and admitted warily, "Well, you see, we met Colette while she was performing some convention duties that intersected with ours; we were called in as outside expert security advisors, to speak at a panel.... And one thing led to another.... It appears she's convinced us to volunteer at another convention in the future."

John simply shook his head and laughed merrily, while Tim suddenly remembered something, judging by the look on his face and asked urgently, "...You're not gonna tell anyone about those pictures. Are you?"

The two detectives paused for a moment and admitted, "We won't tell if you won't."

Tim and John turned tiredly back to their hotel room, finally free to head back for some much deserved sleep, and the two detectives turned down the hallway, murmuring as they left.

"So, Scolder, do you believe everything they said about Colette, can she really be that amazing?"

"It's like I always tell you, The Truth is Out There, Mulley, The Truth is Out There." ➤

John Glindeman is a veteran hospitality party thrower and convention volunteer. Tim Roberge denies the existence of those pictures, and doesn't know what you're talking about.



# Artist Guest of Honor LEE MOYER

*An Appreciation by Scott Lefton*

I first crossed paths with Lee Moyer back in the '50s in a part of Marrakesh that doesn't appear on the maps, with both of us on the trail of a girl, a small statue with a gem in its forehead, and some cryogenically frozen Nazis. But I'm not supposed to tell you about any of that, so let's stick to the official version.

Lee first appeared in our circles back in the early '80s, walking into an apartment full of gamers and artists like the new gunslinger come to town. If the apartment could have had a pair of saloon doors, they would've swung open in that dramatic movie fashion, with the appropriate sound effects. He was the young brash hotshot artist and was going to show us all a thing or two. These days he's less young but still brash, still a hotshot artist, and wow has he shown us.

As far as I can tell, Lee was born a working artist. And he works it like few can, with limitless creativity, incredible technical skill, a keen level of efficiency, and a very quirky sense of humor. He's fast—terrifyingly fast from the point of view of artists who labor slowly

and obsessively over their work. When he was working on a collectible card game, he was producing three finished, high quality, publication-ready pieces of art a day, and doing this for weeks at a time. The sense of humor shows through in much of his art, often with mischievous glee and a joy about his subject matter that adds to the viewer's appreciation of the image. Sometimes this includes odd media references, combined in unexpected ways. And he demonstrates all this skill over an impressive range, doing book and magazine covers, calendars, posters, games, product packaging, comics, cartoons, and just about every other graphic medium.

In addition to his own distinctive art style, Lee is capable of being a stylistic chameleon, drawing or painting in the style of whichever artist or genre he feels like paying homage to or lampooning, or both at the same time. Art Deco, Art Nouveau, and Lovecraftian themes are dear to him, and make frequent appearances in his work. As do literary characters, comic characters, superheroes, mythological beings, and classic movie idols.

Besides drawing and painting, he's a master of Photoshop and probably knows every tool, filter, speed trick, and shortcut there is in it. In all aspects of his work, he's continually reassessing and improving or reinventing his processes. He's also a good teacher. Lee has always been generous with his time, helping younger and up-and-coming artists by patiently answering their questions and showing them ways to work better and more efficiently, and to market themselves more effectively. Part of his skill at explaining things probably comes from spending ten years as a docent and naturalist illustrator at the Smithsonian Museum of Natural History.

Lee is a wonderful raconteur, as one can only be if well-traveled, well-read and well-connected. He seems to know absolutely everybody and his stories are marvelous. So attend his panels, enjoy his artwork, and if time and circumstances permit, have a conversation with him. Just don't ask him about Marrakesh. ➤

Scott Lefton was a Maker before that word existed. He works in wood, metal, glass, and pixels, often at the same time.















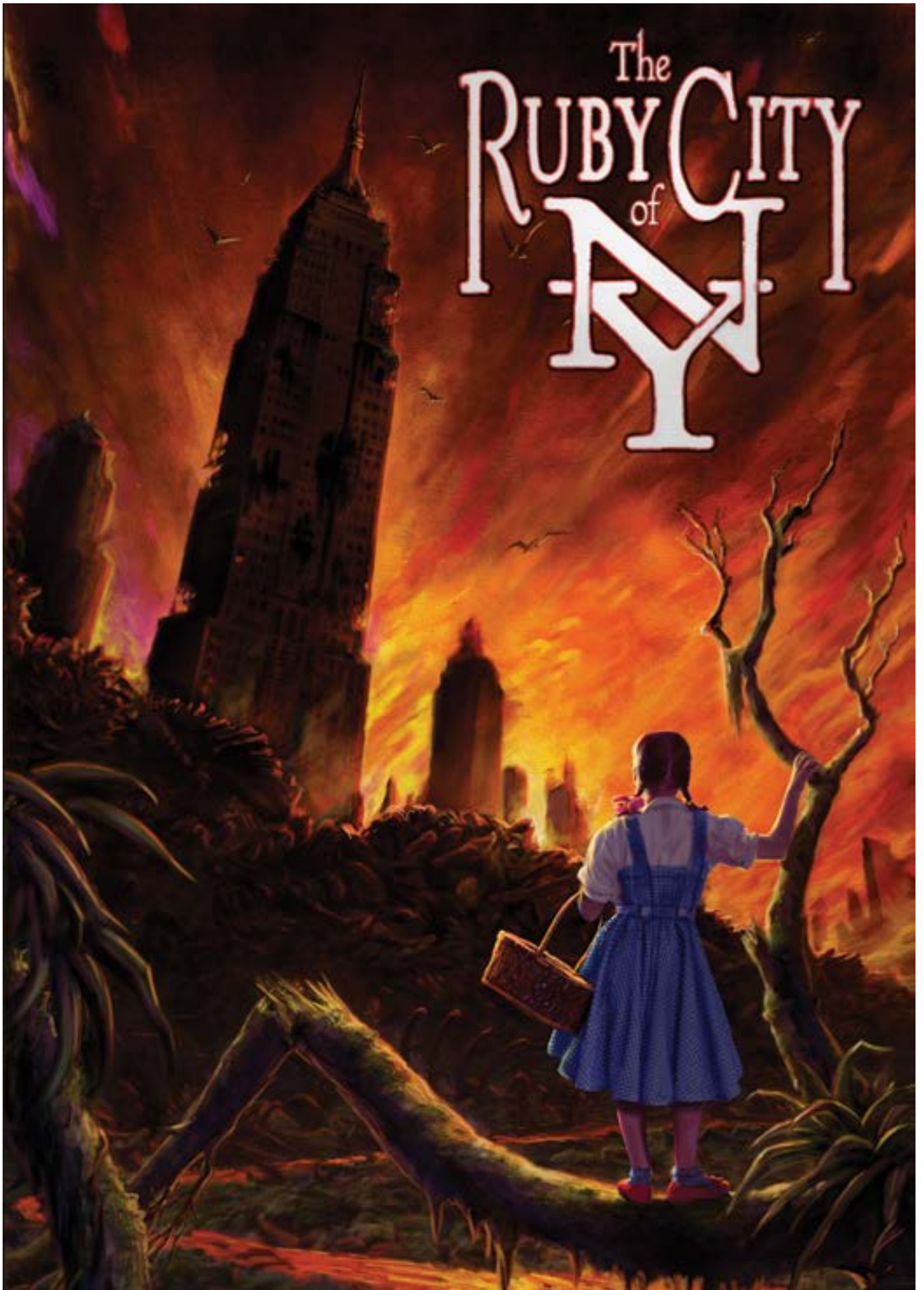








# The RUBY CITY of NY











# PROGRAM PARTICIPANT BIOS

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

**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. Yitzzy 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](http://TheMangaConnoisseur.blogspot.com)

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

**HEATHER ALBANO** is a storyteller. Sometimes she writes traditional fiction and sometimes she makes games, and she finds the line between the two growing fuzzier all the time. If you like steampunk time travel, check out her novels *Time-piece* and *Timekeeper*; if you like Napoleonic naval battles, fantasy medieval court intrigues, or zombie apocalypses, check out her *Choice of Games* titles; if you like James-Bond-style spy craft and/or interactive radio dramas, check out *Codenamed Cygnus*. If you want to know what she's doing next, or just follow the random thoughts that wander through her head, check out [www.heatheralbano.com](http://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 dollmaker and costumer. Her most recent project is a web journal called *Polu Texni* which can be found at <http://www.polutexni.com>. Her dollmaking site is [www.dollmaking.org](http://www.dollmaking.org).

As a SFWA member, **KEN ALTABEF**'s short fiction has appeared three times in *The Magazine of Fantasy and Science Fiction* as well as *Interzone*, *Abyss & Apex*, *BuzzyMag*, *Ominous Realities* and others. His first short story collection *Fortune's Fantasy* was published in 2014. His novels include *The Calling*, *Secrets*, *Shadows8*, *The Tundra Shall Burn!* and *The Shadow of Everything Existing* as part of *Alaana's Way*, his 5-part epic fantasy series published by Cat's Cradle Press. The first book in the series, *The Calling*, will be available for free Kindle download throughout Arisia weekend. You can preview this work and others at [www.KenAltabef.com](http://www.KenAltabef.com)

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

**ERIK AMUNDSEN**—Always Chaotic Evil.

**ANDREW ANSELMO** has been creating and folding origami for over 20 years, and has been a street performer for over 10 years at Waterfire (Providence, RI) as well as at Faneuil Hall, Boston

Common, and many other venues. He also has taught origami at local libraries and museums throughout New England. [www.flappingbird.com](http://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 life-long scholar of vampire folklore, fiction and fact, and runs By Light Unseen Media (<http://by-lightunseenmedia.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", now a non profit. She is a contributor to "The Virtual Costumer" with articles about Victorian clothing research. Buy her a cup of coffee and talk about quilts and costumes and Victorian fashion and she'll love you for it!

Software engineer, maker, and technology enthusiast: at the moment Robert **JACK BABB** is working on a variety of microcontroller projects and blogging at [www.dragonflythingworks.com](http://www.dragonflythingworks.com).

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

**BONNIE BARLOW** has a Master's degree in Counseling and in Experimental Psychology. She is currently doing research psychology in personality and teaching psychology. Bonnie has worked in biotech and tutored ESOL students. She is a certified high school biology teacher. She met James Turner at Arisia 1 and has been married to him for 22 years.

**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. She teaches cartooning at the Cambridge Center for Adult Education.

**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!

**ELIZABETH BIRDSALL** is a longtime fan and occasional author, as well as a queer lady and a 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.

As Misty Pendragon, **GAYLE BLAKE** is a published writer, editor, and jewelry maker. Currently she writes for the website, [www.goodtobeageek.com](http://www.goodtobeageek.com), *Carpe Nocturne Magazine* and *This Is Awesomeness!* She has been doing panels at cons for too many years now, and you would find her on pretty much every Joss Whedon panel! Currently she works in the real life as a Tech Support rep for the area's largest cable company. Current favorite quote is, "We have done the impossible, and that makes us mighty," by Joss Whedon.

A native of Phoenix, AZ who long ago decided he preferred living somewhere with actual seasons (namely Boston), **W. "IAN" BLANTON** has been spending the last decade or so focusing on homeschooling his daughter while being gainfully employed as a Mac Consultant. His previous life interests include western/eastern martial arts, LARPs, costuming, Gaming (Video & RPG), historical re-enactment, and flinching whenever a "re-imagined" movie/TV show is announced. His current project is mastering his handmade 18' folding sea kayak, and he *still* hasn't opened that OGRE board game box.

**AIMEE BOUCHARD** is a bi, poly, kinky, geeky, hippie, crafty, girly sort of gal.

**JOHN BOWKER** has a history of writing things, editing things, and occasionally talking about things, all of which combine to prove the old chestnut that a little knowledge is a dangerous thing. Reports that he wears a spandex uniform under his clothing are greatly exaggerated; but the tall buildings/speeding bullet thing? Totally true.

**ANNA R BRADLEY** is a gamer, LARPer, costumer, and volunteering junkie. This year she is also a co-DivHead for Staff Services here at Arisia, as well as the Vice president of the Arisia Corporation.

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

**M. L. BRENNAN** is the author of the critically acclaimed *American Vampire* books, featuring *Generation V*, *Iron Night*, and *Tainted Blood*. The fourth book will be published by Roc in August 2015. Brennan holds an MFA in writing and is employed as an adjunct professor at several New England colleges. Brennan cut her baby bibliophile teeth on her older brother's collection of Isaac Asimov and Frank Herbert, but it was a chance encounter with Emma Bull's *War For The Oaks* as a teenager that led to genre true love. Today she'll read everything from Mary Roach's non-fiction to Brandon Sanderson's epic fantasies, but will still drop everything for vampires and werewolves in the big city.

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

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

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

**HANNA "GALE" BURNETT** has been costuming at conventions since 2003. A few years ago she noticed that in all the discussions going on throughout the cosplay community one major topic seemed to be missing: safety. It was then that she created the Cosplay Safety Project: a series of articles and panels about how to maintain safe habits while creating and wearing costumes and attending conventions. The project covers everything from what to keep in mind when designing a costume (size, scale, comfort, temperature, etc.) to how to avoid becoming the victim of harassment, and many topics in between. When she is not working on costumes, Hanna sings karaoke, acts with local theater groups, and works as a sightseeing tour guide in Boston.

**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>.

**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 who hasn't chosen itself yet.

**KEVIN CAFFERTY** is a documentary filmmaker from Massachusetts. His most recent film, "It's a Bash!", was given four stars by *The Providence Journal*, aired on New England PBS affiliates, and is currently available on DVD from Midway Pictures. He has been nominated for four Emmy awards, can be followed on Twitter at @kcafferty, and writes terrible fan fiction about immersive theater in his spare time.

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

**JAMES L. CAMBIAS** is a science fiction writer and game designer based in western Massachusetts. His fiction has appeared in *F&SF*, *Shimmer*, *Nature*, and various original anthologies. He has written more than a dozen game books for Steve Jackson Games and HERO Games. In 2004 he became a partner in Zygote Games, a small game company which produces science and nature based card and board games. His first novel *A Darkling Sea* was published in 2014, and his new book *Corsair* will be out in May 2015 from Tor Books.

**GRANT CARRINGTON**—"Song for Jamie" available as 99-cent MP3 download at [cdbaby.com/cd/songforjamie](http://cdbaby.com/cd/songforjamie)—my share (75 cents) goes directly to the James Bishop Scholarship Fund, established by Michael Bishop, Jamie's father. Website: [grantcarrington.freelyellow.com](http://grantcarrington.freelyellow.com); Associate Editor, *Amazing*, *Fantastic*, 1971–74; Contributing Editor, *Eternity*, 1978–79. 20–30 SF stories published, 1970–2011. Nebula finalist, 1976. One novel, *Time's Fool*, Doubleday, 1981. Republished by Variations on a Theme as *Time's Fool and Other Stories* (available on Amazon). Collection "Annapolis to Andromeda" published by Variations on a Theme in 2014; 2 CDs—*Songs Without Wisdom*, 2001; *Ancient Laughter*, 2011 (available at CD Baby). 5 plays produced in Baltimore. Computer Programmer—NASA, 1962–68; Savannah River Ecology Lab, 1977–80. Member, Clarion Workshop, 1968, 1969, Tulane Workshop, 1971.

**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.

**JEFFREY A. CARVER** was a Nebula Award finalist for his novel *Eternity's End*. He also wrote *Battlestar Galactica*, a novelization of the acclaimed television miniseries. His novels combine thought-provoking characters with engaging storytelling, and range from the adventures of the Star Rigger universe (Star Rigger's Way, Dragons in the Stars, and others) to the character-driven hard SF of *The Chaos Chronicles* (beginning with *Neptune Crossing*). All his books and stories are available in ebook format. A native of Huron, Ohio, Carver lives with his family in the Boston area. He has taught writing in a variety of settings, from educational television to conferences for young writers to MIT, as well as his occasional Ultimate Science Fiction Workshop with Craig Shaw Gardner. He has created a free web site for aspiring authors of all ages at [www.writesf.com](http://www.writesf.com). Learn more about the author and his work at [www.starrigger.net](http://www.starrigger.net).

**MONICA CASTILLO** is a freelance film critic and cultural consultant based in Brooklyn. She spends a good portion of her time reviewing films for *Movie Mezzanine*, *Paste Magazine*, *WBUR*, & *Bitch Magazine*. Monica has traveled to a few film festivals, met a couple of living legends, and has some great stories about hitch-hiking to red carpet premieres. You can usually find her outside any of the area's movie theaters excitedly talking about the film she just saw or on Twitter & Letterboxd as @mcas-timovies.

**JEANNE CAVELO** 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 Work-

shops Charitable Trust, which offers a highly regarded summer in-person workshop in NH and winter online classes for writers of SF/F/H. ([www.jeanneavelos.com](http://www.jeanneavelos.com))

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

**DON CHASE**—Author, illustrator, picture taker and hopefully one day movie maker.

**BOB CHIPMAN** is creator, producer and host of *Escape to The Movies* and *The Big Picture* on [escapistmagazine.com](http://escapistmagazine.com); and *The Game Over-Thinker* on [screwattack.com](http://screwattack.com)

**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*, *Asimov's*, *Apex*, and *Tor.com* among other places. His most recent publication is the short story "Double Time" in the anthology *Kaleidoscope* (Krasnostein and Rios, ed.). 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.

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

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

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

**ZACHARY CLEMENTE** is writes and chat comics and is essentially a non-producing installation artist. Writes for The Comics Beat sometimes and helps run the annual indie comics show MICE.

**JOY CRELIN** is the editor and publisher of Betwixt, a quarterly magazine of eclectic speculative fiction. She also edits erotic science fiction and fantasy for Circlet Press. Joy lives in northeastern Massachusetts with her husband, cats, and neglected robot.

**DEIRDRE CRIMMINS** is a Boston-based film critic. She is currently a staff writer at AllThingsHorror.com, and a contributing writer for BtchFlcks.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).

**SUSAN HANNIFORD CROWLEY**, science fiction, fantasy, and paranormal romance author, is an active member of SFWA, Broad Universe, RWA, and an associate editor with *Space and Time Magazine*. Susan's fantasy work appeared in *Sword and Sorceress* anthologies. In addition to writing novels, she's been published in various magazines and on blogs. Susan is the founder of the *Nights of Passion* blog, the author of the *Vampires in Manhattan* series and the *Arnhem Knights of New York* series. Her 8th book out is *Vampire King of New York* available on Amazon Kindle & Print, B&N Nook & Print and Kobo. *When Love Survives*, *A Vampire for Christmas* and *Mrs. Bright's Tea Room* are out in ebook. Her novel about vampires and stormwrights *The Stormy Love Life of Laura Cordelais* is in Amazon Kindle and Print. Her website is <http://www.susanhannifordcrowley.com>, her Twitter name is SHCrowley, and her Facebook name is Susan Hanniford Crowley.

**MARY CATELYNN CUNNINGHAM** got involved with science fictions 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. Catelynn 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**—DDA, as he is known, answered an email about something called a ConCom 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 Mijan a unique insight into certain aspects of social justice and civil liberties. Despite being a student of world religions and active in a UU congregation, 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?), Mijan is an EMT with a background in biology, a nursing student, and a published author of queer fiction.

**GILLIAN DANIELS** lives in Somerville, MA and is a local theater critic with The New England Theatre Geek blog and a reviewer of short fiction at Fantastic Stories. After attending the 2011 Clarion Writing Workshop, she has had poetry and prose published in Apex Magazine, Strange Horizons, Flash Fiction Online, Electric Velocipede, PodCastle, Andromeda Spaceways Inflight Magazine, Flying Higher: An Anthology of Superhero Poetry, memorably, Kazka Press's *Bronies: For the Love of Ponies*, and other venues.

**DASH**—I am 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. I am also an attorney, linguist, and private tutor of many subjects.

**STEVE DAVIDSON** is the publisher and editor of Amazing Stories, the world's first science fiction magazine. A fan since the 60s, he cut his teeth on tv fare like Fireball XL5, Johnny Quest and on books like The Runaway Robot, A Wrinkle in Time, Starman Jones and The Dispossessed. He attended the very first NY Star Trek Convention

and would eventually go on to manage the Hugo Awards banquet at the 1977 Suncon World Science Fiction Convention. Most recently he was a member of the Orlando in 2015 bid for Worldcon. In 1983 Steve GAFIATED for the greener pastures of the paintball industry, becoming a top 100 Player of All Time, founding that sport's first national competition league and authoring three books and hundreds of articles about the sport along the way. In 2006 he returned to fandom with two relatively popular blogs—The Crotchety Old Fan and the Classic Science Fiction Channel, wherein he gleefully took up the role of curmudgeon, chasing youngster's from genre's lawn

**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 sysadmin for both the Electronic Frontier Foundation and part of the Human Genome Project, and feels fortunate to have arrived at just the right time for such opportunities. He's given up on looking for technological predictions from SF; too many lunar bases, not enough globe-spanning computer networks. (He's still glad food pills never came along, though.)

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

**KEITH R. A. DECANDIDO** has written a ton of things, most recently the Sleepy Hollow novel Children of the Revolution, the Star Trek coffee-table book The Klingon Art of War, the novelization of Big Hero 6, the "Precinct" series of fantasy/mystery novels and short stories, the

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short story collection *Without a License*, the *Stargate SG-1* novel *Kali's Wrath*, and short stories in the anthologies *Bad-Ass Faeries: It's Elemental*, *Out of Tune*, *Stargate SG-1/Atlantis: Far Horizons*, *V-Wars* (Volumes 1 & 3), *With Great Power*, and *The X-Files: The Truth is Out There*. 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](http://www.DeCandido.net).

**LORI DEL GENIS (WEEGODDESS)** is among other things a 2D artist, dress designer, and a licensed speech-language pathologist. Though Lori has recently disappeared into creating shiny portraits on commission, she has 20+ years' sewing experience and for the past 8 years has been the Alpha behind *Conscious Elegance*, a green business which creates custom-made eco wedding gowns out of reclaimed vintage silk and sustainable fabrics (and she's still crowing about that award back in 2008). Lori has lectured publicly on zero-waste business practices and her work has been exhibited in the American Textile History Museum. In her copious spare time, she's a coach for people keen to simplify Life, Health and Finances and continues to geek out about such burning issues as the benefits of chia vs. flax seeds. She's finally back in Boston (yay!) with her spouse Jonathan and never wants to live outside of 495 again. Find her at [www.consciouselegance.com](http://www.consciouselegance.com) or on deviantArt (<http://weegoddess.deviantart.com/gallery/>).

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

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

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

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

**SAMANTHA DINGS** is an Events Division Liaison Mentor for Arisia 2015, past President of Arisia Corporation, fan of Doctor Who who enjoys

online Who fandom, and a fan of Star Trek, original and Next Gen, attending her 25th Arisia.

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

**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; she collected her "attended 25 Arisias" ribbon this year. 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, and is still figuring out her sexual orientation.

**MARY DUMAS** followed her Navy husband around the world for 22 years, and then settled in New England in 2003. She's currently a Webcomic co-creator ([justyai.com](http://justyai.com)), stained glass artist ([popcultureplace.com](http://popcultureplace.com)), Dirty Old Lady's League founder ([dolleague.com](http://dolleague.com)) and designs drag queen costumes. Prior to moving to N.E. she was a legal secretary, catering manager (L.A. Music Center), chieftain for the Monterey Scottish Festival, and Mom. Once in N.E. she founded Cauldron Con 2005; co-founded Anime Kaiju Experience 2008, chaired New England Fan Experience 2009, co-founded Nauticon, staffed Anime Boston, Arisia, Pop Culture Expo, Rhode Island Comic Con, North East Comic Con and Worldcon, and copilots N.E.R.D.S. (New England Resin Doll Society). Her hobbies include collecting Japanese manga, Gay romance and Asian ball-jointed dolls, and her interests are in media-SF fandom. And she works for Gary Sohmers.

**THOM DUNN** is a Boston-based writer, musician, and new media artist. He enjoys Oxford commas, metaphysics, and romantic clichés (especially when they involve whiskey), and he firmly believes that Journey's "Don't Stop Believing" is the single greatest atrocity ever committed against mankind. His work has been published by Tor, Quirk Books, Asimov's, Grayhaven Comics, and more, and his plays have been produced across the country. Thom is a graduate of Clarion Writer's Workshop at UCSD and Emerson College. You can follow his thrilling adventures at [thomdunn.net](http://thomdunn.net).

**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 is the current President of the Northern Lights Costumers' Guild, a chapter of the International Costumers' Guild. 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.

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

**GAIA EIRICH** is a Master costumer and has been attending and costuming at conventions for 14 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 conventions and commissions, belly dance costumes for a studio, wedding dresses, accessories, and also basic quilt making. She has also worked as a costume manager in a theater and is currently working on belly dance costume alterations for a studio. She loves and greatly enjoys taking part in convention masquerades and recently had the honor of judging the *Balticon* masquerade. She is also an active member of the Greater Columbia Fantasy Costumer's Guild (GCFCG), the local chapter of the International Costumer's Guild (ICG).

**GENEVIEVE ISEULT ELDREDGE** balances the romantic with the perilous in real life and in her writing. In real life, she dropped out of med school, married the girl of her dreams, and dedicated herself to writing 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, author-ess 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 Circlet Press ebooks and her full-length *Thorns & Hearts* series including *Blood Bound & Beautiful* and the sequel *Absent in Absinthe*.

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

her *real* name, which Shalt-Not-Be-Named lest the judge question whether that colorful legal pleading is the manuscript for her latest fantasy novel. She is also founder of Seraphim Press.

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

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

Like Goodgulf the Wizard, this individual has many names: the one on her passport and her scholarly writings on early textiles (**LISA J. 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 more than 25 years of performance experience as a solo a cappella 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.

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

finishing up "Mr. Maybe and Dr. Don't", 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 25 years' experience, although some would say the first ten years don't count because he wasn't over 18 yet.

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

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

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

**COLETTE H. FOZARD** has been helping to keep SF and anime conventions running for over twenty years. She has served as Convention Chair or other senior staff of several East Coast

cons including Balticon, Katsucon, Zenkaikon, and Nekocon as well as many others. She has served as Arisia senior staff on many occasions and continues to help us out to this day. Her love of working at conventions has blossomed into a professional event planning career and she is the Director of Operations for the Sakura Matsuri Japanese Street Festival in Washington, DC each spring – the largest one-day celebration of Japanese Culture in the United States.

**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, but the filk-room would be a good first place to look for him. Will was also on the reality television show *Beauty and the Geek* in 2007. (Guess which one he was.) This is Will's fourth Arisia, his second 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.

**DAMARIE—AURORA FREYASDOTTIR**—Giles: Are you a witch? Ms. Calendar: Mm. I don't have that kinda power. 'Technopagan' is the term.—Buffy the Vampire Slayer "I, Robot—You, Jane"... only, some of us technopagans ARE witches.

**DAVID J. FRIEDMAN** is a practicing attorney that 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. David is proud to argue, play with toys, and throw things for a living and

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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. His short story "Familiar Places" appears in the anthology *Bites of Passion* and his latest book is *The Viscountess Investigates* being published by Cirlcet Press under his pen name Cameron Quintain. He is a performer and director at King Richard's Faire in Carver, MA.

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

**KEN GALE**'s writing career started with sales to DC Comics and Warren Publishing in the 70's. He's editor and co-publisher of *Dangerous Times* and *New Frontiers* for Evolution Comics, wrote 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 many different time slots. He is a member of the Board of the Celtic League American Branch and a former math textbook writer. He wrote an environmental horror comic book story for *Psychosis!* #2 and is a long-time environmental activist. Since last Arisia, the guy with a face for radio has become a regular for Environment TV. [www.comicbookradioshow.com](http://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.

**JAIME GARMENDIA** is a member of the Boston Comics Roundtable where he writes, produces, publicizes, and markets independent comics of all genres. His first published game, the Wuxing Empire expansion for Your Move Games' Battleground, is scheduled for release in late 2014. He was the Arisia Programming Division Head for 2013-14, and Exhibits Division Head in 2015.

**GREER GILMAN**'s first metaphysical noir mystery, *Cry Murder! In a Small Voice*, won the 2013 Shirley Jackson Award. Ben Jonson investigates again in *Exit, 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, in a world where women turn the sky. Her Cloudish tales have also won a World Fantasy Award, a Crawford Award, and have been shortlisted for the Nebula and Mythopoeic Fantasy awards. Besides her two books, she has published other short work, poetry, and criticism. Her essay on "The Languages of the Fantastic" appears in *The Cambridge Companion to Fantasy Literature*. She likes to say she does everything James Joyce ever did, only backward and in high heels.

**MAX GLADSTONE** has been thrown from a horse in Mongolia and nominated (twice!) for the John W Campbell Best New Writer Award. Tor Books published *Full Fathom Five*, the third novel in Max's Craft Sequence (preceded by *Three Parts Dead* and *Two Serpents Rise*) in July 2014. *Last First Snow*, the next Craft Sequence novel, will hit shelves in July 2015. Max's game *Choice of the Deathless* was nominated for a 2013 XZZY Award, and his short fiction has appeared on Tor.com and in *Uncanny Magazine*.

**HAYLEY "SHENANIGANS" GOLDSTEIN** is a freshman at Drew University in Madison, NJ.

Originally hailing from Newton, MA, Ms. Shenanigans is passionate beyond belief about Doctor Who, Sherlock, the works of Neil Gaiman, fanfiction, cosplay, filking, steampunk, various nerdy TV and film series, and collecting books. Her favorite Doctor is Peter Capaldi. At Arisia you will most likely be able to find her cosplaying or paneling or maybe even filking. (Filker Paul Estin taught her history during her freshman year of high school and introduced her to the wonders of conventions and filk.) You can find her online at [stuff-and-shenanigans.tumblr.com](http://stuff-and-shenanigans.tumblr.com) or on Fanfiction.net under the pen name "The Impossible Slashtronaut."

**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 was published, titled: *The Light, the Dark, and the Quick*.

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

**JUSTINE GRAYKIN** is a freelance philosopher sustained by her deep and abiding faith in Science and Humanity (well, Science, anyway) and the belief that humor is the best anti-gravity device. Author of *Archimedes Nesselrode* (Double Dragon, 2013), written for adults who are weary of adult books, her new SF novel *Awake Chimera* is due out in June. She is often accompanied at conventions by a Winged Snake. Justine lives, writes and putters around her home in rural New Hampshire, occasionally disappearing into the White Mountains with a backpack. Find her at [justinegraykin.com](http://justinegraykin.com).

Dr. **ABBY HAFFER** was born at Cape Canaveral, where her father was part of the U.S. space program. She grew up living lots of places in the U.S. She graduated in biology at Swarthmore College and got a D.Phil. in zoology from Oxford University. She briefly worked for the National Marine Fisheries Service on a Japanese fishing ship in the Bering Sea. While on board, she won a push-ups contest with the ship's officers. Since Oxford, she has done research on sleep, circadian rhythms, and respiratory physiology. She works at Curry College where she teaches Human Anatomy & Physiology. She enjoys outdoor sports and has traveled widely, including recent trips to Transylvania, Alaska, China, and the Grand Canyon. In her spare time, she gives public lectures that debunk Intelligent Design and Creationism. She has been interviewed on NPR and other radio outlets, and has written a book on that subject which will be published in 2015. She is married, has two children, and lives in Bedford, MA.

**ANDREA HAIRSTON** is author of *Redwood and Wildfire*, winner of the 2011 Tiptree and Carl Brandon Awards and *Mindscape*, shortlisted for the Phillip K Dick and Tiptree Awards, and winner of the Carl Brandon Parallax Award. A performer, playwright, and artistic director of Chrysalis Theatre, her plays have been produced

at Yale Rep, Rites and Reason, the Kennedy Center, StageWest, and on Public Radio and Television. *Lonely Stardust*,—a collection of plays and essays came out in 2014. Her play, *Thunderbird at the Next World*, appears in *Geek Theater*,—a collection of sf plays from Underwords Press. Andrea bikes at night year round, meeting bears, multi-legged creatures of light and breath, and the occasional shooting star.

A member of the CERN team that developed the original specifications for the World Wide Web, **PHILLIP 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.

**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 an editor and movie reviewer at [buzzymag.com](http://buzzymag.com). Her latest story "In the Form of a Question" appears in the parody anthology *TV Gods*. 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), and building her website at <http://www.untilmidnight.com>.

**FOREST HANDFORD** is a fire artist from Newport, Rhode Island. Forest works as a programmer at Carbonite. While not at work, he's bringing his family to corn mazes, conventions, and Burning Man events. His website is [EastCoastGames.com](http://EastCoastGames.com) where he publishes video and writing about various topics. He is the Director of Organizational Development for Firefly Arts Collective, Inc. He recently founded [VoteSquared.org](http://VoteSquared.org), the site for rating politicians.

**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*, *Asimov's*, *Interzone*, *Odyssey*, *Nature*, *Twilight Zone*, *Daily Science Fiction* and several anthologies including *Year's Best Horror Stories*, *Great American Ghost Stories*, and *Extreme Planets*. 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 the California Institute of Technology.

**KARL G HEINEMANN**—Both science and SF have been core passions of Karl's since early childhood, and his bio-family nurtured strong habits of analyzing and predicting "the world around him" and "thinking for himself." These traits led Karl to formal education in physics, astronomy, and epistemology. Other interests include modeling and simulation of economic and social systems, history, SF-based gaming, polyamory, and mythology viewed as entertainment, a cultural attribute, and psychological drive. During this period of economic uncertainty and transition, Karl questions the viability/sustainability of "The Great American Dream," and celebrates the SF community as a place to articulate and



examine possible paths and visions for adjustment and improvement.

**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 #108, where she offers art classes for children and adults. Or just come try her human-powered kickwheel.

**ANDY HICKS** is a radio and television producer for WGBH, who has written and produced hundreds of spots. He even got Mark "Mycroft" Gattiss to record a thing for TV pledge once, which was pretty neat, because Andy is—first and foremost—a massive Doctor Who/Sherlock nerd. He's also a musician, freelance sound designer, director, writer, and actor. He also co-wrote 2010: Our Hideous Future—The Musical!, the first stage musical ever to pass both the Bechtel and Turing tests. While it stubbornly failed to win either a Tony or a Hugo, it had some catchy tunes, so that's nice. He recently discovered that he was born the same day Bauhaus's "Bela Lugosi's Dead" was released, which explains all the black t-shirts.

**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 '15 Masquerade Director. SamuraiX47.

**MERAV HOFFMAN** is a New York-based singer/songwriter and performer. She is a founding member of the band *Lady Mondegreen* along with Seanan McGuire and Batya Wittenberg. She also edits books, musicals and poetry, as well as writing her own. In 2013 she was nominated for the Rhysling poetry award in the short form category. She works in publishing and IT, and occasionally produces albums and DVDs for her various musical projects. In whatever time she has left over, she crochets an insane amount and runs local music events.

**MELISSA HONIG** maintains a calendar of sci-fi and fantasy events in New England on her blog, <http://nescifievets.org/>. She is active with the New England Browncoats and the Boston SciFi/Fantasy Meetup. She enjoys steampunk, costuming, weird crafts, and watching old TV shows from her childhood via Netflix.

**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 our language. In her free time, she is a LARPer, playing in boffer LARPs, Camarilla, and playing, GMing, and writing theater style LARPs. She is an avid reader, board gamer, and table top gamer, who also sings, writes music (though rarely), and makes adorable jewelry and pins out of sculpy. She is also a member of the Tesseract Players of Boston and looks forward to performing for you this Arisia.

**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 will be published next summer. 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.

**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](http://www.thedarkapostle.com)

**FELICITAS IVEY** is the pen name of a very frazzled helpdesk drone at a Boston area University. She's an eternal student even with a BA in Anthropology, Classical Studies and History, since free classes are part of the benefits. Felicitas writes Urban Fantasy and Horror of a Lovecraftian nature—monsters beyond space and time that think humans are the tastiest things in the mul-

tiverse—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.

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

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

**ALEX JARVIS** is a Meat Popsicle.

**N. K. JEMISIN** is a Brooklyn author whose short fiction and novels have been multiply nominated for the Hugo, the World Fantasy Award, and the Nebula, shortlisted for the Crawford and the Tiptree, and have won the Locus Award. Her latest novel, *The Shadowed Sun*, was published in June 2012 from Orbit Books, and she is at work on her next trilogy—the first book of which, *The Fifth Season*, is due out in August 2015. Her website is [nkjemisin.com](http://nkjemisin.com).

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**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*.

**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.

**ERI KAGAMI**—Presenting panels since Anime Central 2001 at the humble age of 16, Eri enjoys public speaking and teaching. As a veteran to the anime con scene, Eri has seen the changes in fandom and convention culture. Growing up with the convention scene, Eri feels the need to educate the kids on old school anime and create open discussion forums on nostalgia anime for the 90s kids that keep coming back. Eri serves as the “Cosplay Sensei” in the New England Cosplay Community Board of Directors. She has also staffed and volunteered for Anime Expo, Mikomi Con, Boston Cosplayers Ball, and Anime Vegas. She has also judged cosplay contests for smaller, local events.

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

**WALTER ALLEN KAHN** has an been in Science Fiction and Fantasy Fandom since 1989 when he volunteered for Norecon 3, the 1989 Boston WorldCon, which also was his first Fan Run Convention he attended. He then joined NESFA and worked on Boskone for about 4 or 5 years until he found a home at Arisia. He has held a wide variety of roles for Arisia since 1992 when he first attended, including, Assistant Division Head of Member Services, Assistant Division Head of Events, Operations Desk Department Head, Operations Desk Staff, Programming Staff, Artshow Staff, Writer Guest of Honor Liaison, Hotel Liaison Staff and Innkeeper, Security Staff among other positions. He was Arisia's Corporate Vice President and Fan Guest of Honor in 1995. He also has volunteered for a number of WorldCons over the years. He has either worked on and/or worked on Readercon, Balticon and Gaylaxicons, For the last Boston Area Area Gaylaxicon Walter was the Co Operations Division Head with his wife.

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

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

**MELISSA KAPLAN** is a longtime attendee of cons, gamer, watcher and reader of sci-fi/fantasy, and general geek. Past endeavors include two blogathons, one nanowrimo, and participating in panels at Pi-con and Arisia. She spends far too much of her disposable income on costume pieces, wirework jewelry, and books. She freely admits that her qualifications as a panelist are restricted to love of sci-fi/fantasy and her ability to ramble semi-intelligently about geeky topics on command. Melissa is co-chair for the 2014 Transcending Boundaries Conference and committed to making the fandom community safe and comfortable for anyone who wants to participate.

**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 KAUFMAN** is a musician, gamer, and singer living in Somerville, MA. He writes a blog ([www.jefftk.com](http://www.jefftk.com)) and plays contra dance music with the Free Raisins ([FreeRaisins.com](http://FreeRaisins.com)).

**JEFF KELLER** is a Boston-area song session leader and occasional filker. He's run the Arisia chanter 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 Area Head.

Leigh Perry is **TONI L.P. KELNER** in disguise, or maybe vice versa. As Leigh, she writes the Family Skeleton mysteries. *The Skeleton Takes a Bow*, the second, came out in September 2014. As Toni, she's the author of the “Where Are They Now?” mysteries and the Laura Fleming series (all of which are available as ebooks and audiobooks); an Agatha Award winner for short fiction; and the co-editor of *New York Times* bestselling fantasy/mystery anthologies with Charlene Harris. *Dead But Not Forgotten* is their most recent. Leigh/Toni lives just north of Boston, on the Orange Line, with her husband and fellow author Stephen P. Kelner, Jr., their two daughters, and two guinea pigs.

**RACHEL KENLEY** is a novelist, workshop leader, radio host, and co-founder of the Writers Business School. She is the best-selling author of erotic romance novels and anthologies. Her current works include a paranormal middle grade and a series set in a diner on the Jersey Shore. When she is not writing she is homeschooling her sons, trying unsuccessfully to keep up with laundry, and laughing as much as possible. She loves reading, chocolate, her morning cup of coffee and retail therapy. Her radio show, *The O Spot*, is new every Wednesday at 10 pm EST on [www.dkrn.fm](http://www.dkrn.fm) and encores several times during the week. A Jersey Girl no matter where she is living, she can be found on Facebook at <https://www.facebook.com/pages/Rachel-Kenley/43491347339>, on Amazon at [www.amazon.com/author/rachelkenley](http://www.amazon.com/author/rachelkenley) and at her website [www.rachelkenley.com](http://www.rachelkenley.com). Learn more about the business of selling your books at [www.writersbusinessschool.com](http://www.writersbusinessschool.com).

**PAUL KENWORTHY** began historic costuming and making armour 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, cheesemaking, singing and other enjoyment of trad music, sewing (esp. historical and wedding gowns), crochet, and learning about how the world works. Passing whims include canning, gardening, soapmak-

ing, and food sculpture. Someday there will be goats.

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

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

**DANIEL M KIMMEL** is a Hugo-nominated film critic and author of *Jar Jar Binks Must Die*. His reviews and essays can be found at NorthShore-Movies.net, the Sci-Fi Movie Page, 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. In September 2014 he became editor of *The Jewish Advocate*, the nation's oldest English language Jewish newspaper.

Born in 1967, **CATT KINGSGRACE-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 KINGSGRACE-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.

**AMBER P. KNIGHT** is the hostess of the Black, Sexy, Geeky and Mental podcast. For the past three years audiences have been delving into the mind of a Black, former Burlesque performer, sci-fi fan with bipolar disorder. As a speaker with NAMI, (National Alliance on Mental Illness) she talks candidly about living with bipolar disorder. 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 productions, presented workshops on improving body image using the performing arts, and performed in a number of theatrical productions.

**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 muay thai practitioner, homebrewer, costumer, and a member of the 501st Legion and Rebel Legion Star Wars costuming 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.

**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 soon-to-be-released 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 (Chrono-Collisions, Artifactual) games and gameshows, many of which he has hosted at various world and regional cons. Visit [bkvoice.com](http://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—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](http://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](http://www.dreamworldstudio.net).

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

**ADRIA KYNE**—While I've certainly done some interesting things in my time, my life has been somewhat unremarkable until last year. That is when I was chosen to be a contestant in a brand-new reality TV show based in a fantasy setting (ABC's "The Quest"). In preparing for the show and in participating, I drew upon my experiences in tabletop gaming, LARPing, reading fantasy, and interacting with fandoms, with perhaps-surprising results. I met

(and disagreed with) Mark Ordesky (Exec Producer for The Lord of the Rings), learned a lot about how the TV sausage gets made, and even learned a few things about myself along the way.

**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.

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

**CASSANDRA LEASE** is a lifelong resident of Boston and a second-generation fan who was introduced to Star Trek while she was still learning to talk and Isaac Asimov while she was in elementary school. 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 an enthusiastic amateur cosplayer and very active in the Power Rangers cosplay scene. She is also a veteran GM, an avid reader of comic books and urban fantasy litera-

ture, and a massive fan of Power Rangers, Sailor Moon, Puella Magi Madoka Magica, Disney's Gargoyles and more. Cassandra is currently hard at work on her first novel, a queer supernatural romance entitled *Fall*, as well as numerous fanfics.

**MICHAEL LEE**—I've been involved with CONvergence in Minneapolis for over a decade in a variety of roles, including head of programming and on the board of directors. My top three interests tend to be comics, conrunning, and Doctor Who.

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

**LEGIO III CYRENAICA** is a Roman Legion re-enacting/living history organization based in New England that seeks to accurately portray Legionary and Auxiliary soldiers stationed in Egypt during the Roman Empire's Flavian period (69–80 AD) using the latest academic and archaeological research and reconstructions. Members study soldiers' training, combat tactics, and arms and armor. Legio III's historical duties were to secure the grain, precious metals, mines, and trade ports vital to Rome while trying to keep a sporadic peace in the volatile city of Alexandria and protecting the Empire's southern border in Koptos, near Luxor. In addition, one member portrays a Greek-Egyptian physician under Legion contract, with contemporary medical tools. The group presents at military timeline/living history events, the Worcester Art Museum, schools, and colleges; recently at archaeology fairs and lectures sponsored by

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the Archaeological Institute of America; and formerly at the Higgins Armory Museum.

**BENJAMIN LEVY** has been a science fiction fan for most of his life. He went to his first science fiction convention when he was 10 years old. He has been involved with Arisia since its inception. In the past he has worked for Arisia as a gopher, Dealers Liaison, Fixed Functions (Exhibits) Division Head, and Assistant Con Chair. Currently, he is the Arisia Corporate Treasurer and an Assistant Con Chair for A15.

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

**BRIAN LIBERGE** is a father of one, living in Boston, MA. As a freelancer he's worked with Kobold Press, Raging Swan Press, Gyga 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 comes up in the way he works and his writing. Currently he's the owner and Creative Director of Beer Star Games, the makes 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 young adult books. He has written reviews for a number of publications, including *The Green Man Review* and *Rambles*. He wrote the horror column, "Fear Factor," for BooksLut, and was also the animation columnist for SMRT-TV.com. He has published hundreds of horror movie reviews at his own blog, <http://yendi.livejournal.com>, and has also published essays in Salem Press's Critical Survey of Graphic Novels. By day, he works as an Associate Director of Academic Technology at a top-35 university. Adam lives in the suburbs of Boston with his wife, daughter, and two moderately psychotic felines.

**SHIRA LIPKIN** has managed to convince *Strange Horizons*, *Stone Telling*, *Clockwork Phoenix 4*, *Interfictions 2*, *Apex Magazine*, and other otherwise-sensible magazines and anthologies to publish her work; two of her stories have been recognized as Million Writers Award Notable Stories, and she has won the Rhysling Award for best short poem. She co-edits speculative poetry magazine *Liminality* with Mat Joiner. Her cats are bigger than her dog.

**BARRY B. LONGYEAR** is the first writer to win the Nebula Award, the Hugo Award, and the John W. Campbell Award for Best New Writer, all in the same year. In addition to his acclaimed Enemy Mine series, his works include the Circus World series, the Infinity Hold series, and novels ranging from Sea of Glass to The God Box, as well as his much praised Science-fiction Writer's Workshop-I and the latest, The Write Stuff. His recent works include the award-winning collection Jagers & Shad: ABC is for Artificial Beings Crimes, Dark Corners, his hardest hitting collection of stories; and the Joe Torio Mystery Series: The Hangman's Son, Just Enough Rope, and Rope Paper Scissors published as three books: Rope, Paper, and Scissors. He is currently working on his magnum opus, a political/spy/coming of age science fiction thriller titled: The War Whisperer. A complete list of his awards, books

and short stories and other writings is available on his website, <http://www.barrylongyear.com/>.

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

Business Director for the past 20 plus years of *The Tesseract Players of Boston*, New England's Premier Traveling Shadowcast, performing *The Rocky Horror Picture Show*, *Dr. Horrible's Sing-Along Blog* and others. Webpage: [tesseract.com](http://tesseract.com). Tesseract is always available for charity and fund raising events, and **GLENN MACWILLIAMS** is the General Manager of Magic Dragon Comics in Arlington MA, the place for new comics.

**TEGAN MANNINO**—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. Publisher of "Pete's RuneQuest & Roleplaying!" ([www.runquest.org/rq.htm](http://www.runquest.org/rq.htm)), one of the oldest RPG sites online. Longtime Arisia panelist. Sold a story to a semi-pro mag long ago, but it folded before publishing it (or paying for it, unfortunately). Once boasted that he could do a panel on ear wax and make it interesting. Luckily Arisia hasn't tested that. :D

**JOY MARCHAND** holds a B.A. in Classical Studies from the University of the Pacific. She lives in Salem, Massachusetts, where she enjoys giving tourists directions, obsessively playing Ingress, throwing splendid dinner parties, and reading a ton of books on cooking, mindfulness, and leadership. Joy's poems and short stories have been featured in *Interzone*, *Talebones*, *Apex*, *Writers of the Future XX*, *Polyphony 5*, and *Interfictions*, among others. Joy currently volunteers as an associate editor for *Shimmer*, a small magazine packed with quality short speculative fiction and stunning artwork.

**MEGAN S. MARKLAND** is a Pagan Witch who follows a Celtic Reconstructionist path. She is also: a feminist; writer; reader; music lover; big sister; aunt; polyamorist; queer; and, of course, a big nerd. She graduated from Mount Holyoke College in 2004, where she majored in English and Medieval Studies; she is also a recovering law student with a taste for libraries, and she hopes to wield Mjolnir when she is worthy. Megan has a variety of tastes in all aspects of life and likes to document her adventures whenever possible. She wishes she could play the cello, but she can make a mean baklava. If *Star Trek: TNG* frightens you, she will strive to change your mind. Megan has been known to geek out about anything from *The Canterbury Tales* to German Expressionist films to MST3K to Russian composers to Roman history. She is still looking for the TARDIS...

**DANIEL MARSH** is a member of the Society of Creative Anarchism (as Grim the Skald); even his wife calls him "Grim," so there's that. He considers himself knowledgeable in the following things, in order of how much he knows: Norse Poetry, Norse Culture, Alliterative Poetry in general (particularly Old English and 14th

Century), Medieval costuming, Medieval combat, and Victorian costuming. Seriously, if you want to know about alliterative poetry, he'll talk your ear off. He also has been gaming off and on since his parents gave him something called "Dungeons and Dragons" in a bright red-pink-purple box when he was ten.

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

**DAVID MARSHALL** has been making and teaching comics for more than 20 years. Published credits include Fantagraphics Books, SpiderBabypix, FantaCo Enterprises, The Boston Comics Roundtable and Riverbird Studios. Check out his free web comics on Inky Stories ([www.inkystories.com](http://www.inkystories.com)). David's latest works "Enter...General Zaq!" and "The World's Slowest Foot Chase" debuted this year at Massachusetts Independent Comics Expo and New York ComicCon. Art of the Comic Book ([www.artofthehecomicbook.com](http://www.artofthehecomicbook.com)) is his college-level studio workshop for making comics with traditional ink-on-paper media. He frequently participates in 24-Hour Comics Day, Free Comic Book Day, Arisia, Massachusetts Independent Comics Expo and Boston ComicCon. David also started the new Doctor Who group "TARDIS Regenerated".

**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.

**GAIL Z. MARTIN** is the author of the new epic fantasy War of Shadows (Orbit Books), the Deadly Curiosities new urban fantasy series set in Charleston, SC (new book November 2015 Solaris Books), and Iron and Blood: The Jake Desmet Adventures a new Steampunk series (July 2015, Solaris Books) co-authored with Larry N. Martin. She is also author of Ice Forged and Reign of Ash in The Ascendant Kingdoms Saga, The Chronicles of The Necromancer series (The Summoner, The Blood King, Dark Haven & Dark Lady's Chosen) from Solaris Books and The Fallen Kings Cycle (The Sworn and The Dread) from Orbit Books. Gail writes two series of ebook short stories: The Jonmarc Vahanian Adventures and the Deadly Curiosities Adventures. Find her at [www.AscendantKingdoms.com](http://www.AscendantKingdoms.com), on Twitter @GailZMartin, on Facebook.com/WinterKingdoms, at DisquietingVisions.com blog and GhostInTheMachinePodcast.com, on Goodreads <https://www.goodreads.com/GailZMartin> and free excerpts on Wattpad <http://wattpad.com/GailZMartin>.

**DONNA MARTINEZ** is a freelance artist originally from New Mexico and has been a resident of Boston for 15 years. Donna is also a member of the Boston Comics Roundtable contributing stories to Inbound, Hellbound, The Greatest Comics Anthology of All time and issues #1 and #3 of In A Single Bound respectively. She is presently happily married to fellow Round Table writer/cartoonist Joey Peters.

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

**MARLIN MAY**—I'm no scientist, but I've consumed a steady diet of science books/media as long as I can recall. The first book I remember reading was *Man in Space* about Mercury 7. My favorite kids' t.v. show? *Mr. Wizard*. Lately I've been exploring the promise/problems of transhumanism/post-humanism. I've been reading/watching genre fiction a long, long time. My first convention was in Feb. 1979; a tiny gathering in Southern California called "Science Fiction Weekend." I wandered into a room where they were screening episodes of *Commando Cody*. I was transfixed, hooked, captured... doomed. Since then I've attended many a Westercon, Worldcon, NASFiC, Galacticon, Gaylaxicon, Balticon, Equicon, Filmcon, Albacon, Fantasmicon, Boskone and Arisia.

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

**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 the twelve years he was been a member of Arisia's Hotel Liaison Staff, and for six of those years he edited and designed the Arisia Souvenir Book. He's been involved on one level or another with Arisia, Capclave, Lunacon, Philcon, WorldCon, and World Fantasy, and in the process has come to know a lot of the folks working professionally in SF. When he isn't working on cons he has variously been a graphic designer, iron worker, museum exhibit builder, alternative energy analyst, 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's* 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**—Associated with running/helping F/SF conventions in the Boston area for [mumble] years, I've learned the only way to ensure you can actually see the program items you are interested in is to get scheduled onto them. Especially since I seem constitutionally unable to attend a con without volunteering. Professionally a Computing Dinosaur (read: primarily a mainframe developer) for almost as long as I've 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).

**JAMES MEICKLE** is a self-taught programmer into all kinds of nerdery, but with a particular love for crushingly difficult indie roguelikes. His professional life has been almost as weird as him:

working on state-level criminal justice and drug policy, studying academic political psychology, building the Romney campaign's website (where he had the longest hair), and providing web performance expertise to top companies. When he's at his (poly, kinky, queer) home in Somerville, he rules over the kitchen with an iron fist.

**DANIEL MILLER** is a local attorney, gamer, comics aficionado, and SF/F fan (not necessarily in that order) who keeps coming back to Arisia because he enjoys it. He has been "living this lifestyle" since high school, and lives it in eastern Massachusetts. He recently completed his first manuscript, even if it is utterly unpublishable at the moment, though he recognizes that fiction is perhaps not his strong suit. He continues to like alternate histories, humorous SF/F, and rollicking good adventures with good world-building. He once tickled a man in Reno just to watch him laugh, turned the tap dance into his crusade, and is always looking to proselytize the uninitiated into the worlds of assorted geekery. (Or, at least get them to come to a team trivia event. Either way.)

**MARK MILLMAN** is a member of the Salem Zouaves/Salem Trayned Band military re-enactment unit, which portrays citizen militias of the 1630s and the early 1860s, and of the Commonwealth Vintage Dancers, New England's premier vintage-dance company, which performs the social dances of the 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-ordinator and head of historical-combat instruction at the Higgins Armory Museum, and the Steward and a founding member of the Higgins Armory Sword Guild. In addition, he is an experienced fight choreographer, both for the theater and for historical



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martial-arts demonstrations, and a long-time modern fencer and practitioner of Asian martial arts.

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

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

**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.

**LEE MOYER** is an American painter, illustrator, graphic designer, Web designer, and comic book painter and designer. Lee Moyer began his initial painting training using the mediums of watercolor and oils. In 1989, he expanded into the digital art realm, which has become his premiere medium as a painter and illustrator. While building his freelance career and expanding his skill set, he worked for ten years as a Docent & Naturalist Illustrator at the Smithsonian Museum of Natural History. Moyer considers his primary influences to be Art Nouveau, Art Deco, Arts & Crafts, propaganda art, and the Pre-Raphaelites. His website is: [www.leemoyer.com](http://www.leemoyer.com)

**JOHN P. MURPHY** is a short fiction writer and engineer living in southern New Hampshire. He has a PhD in robotics and currently works in the field of network security. His short fiction has appeared in markets including *Nature*, *Crossed Genres*, and the *Drabblecast*, and his SF/mystery novella *Claudius Rex* was published in 2014.

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

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

**RESA NELSON's** newest novel is *All Of Us Were Sophie*, a science fiction murder mystery. She is the author of the *Dragonslayer* series, a 4-book series based on two short stories published in *Science Fiction Age*, the first of which ranked 2nd in that magazine's first Readers Top Ten Poll. *The Dragonslayer's Sword* (Book 1) was Nominated for the Nebula Award and was an EPPIE Award Finalist for Best Fantasy Novel. Nelson also has a standalone novel about a modern-day society based on ancient Egypt called *Our Lady of the Absolute*. Her short fiction has been pub-

lished in *Fantasy Magazine*, *Paradox*, *Brutarian Quarterly*, *Science Fiction Age*, *Aboriginal SF*, and many anthologies. Nelson is a graduate of the Clarion Workshop. She has also sold over 200 magazine articles. She was the TV/movie columnist for *Realms of Fantasy* for 13 years. Visit her website at <http://www.resanelson.com> and follow her on Twitter @ResaNelson..

**KATE NEPVEU** was born in South Korea and raised in New England. She now lives in upstate New York where she is practicing law, raising a family, and (in her copious free time) writing at her Dreamwidth account ([kate\\_nepveu](http://kate_nepveu)), a booklog ([steelypips.org/weblog](http://steelypips.org/weblog)), and at *Tor.com*, where she is presently re-reading Jonathan Strange & Mr Norrell.

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

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

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

**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](http://glyphpress.com).

**ABBY NOYCE** is a cognitive neuroscientist, a knitter, and a theatre geek.

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

**ELIZABETH O'MALLEY** is part of [FanCons.com/AnimeCons.com](http://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.

**ADRIENNE 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*. 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). She currently lives in Boston with her partner and a tank full of inquisitive freshwater fish. You can find her online at [ajodasso.livejournal.com](http://ajodasso.livejournal.com) (and on Twitter under the same name).

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

**DANIEL JOSÉ OLDER** is the author of the upcoming Young Adult novel *Shadowshaper* (Arthur A. Levine Books, 2015) and the *Bone Street Rumba* urban fantasy series, which begins in January 2015 with *Half-Resurrection Blues* from Penguin's Roc imprint. 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 anthology *Long Hidden: Speculative Fiction from the Margins of History* and guest edited the music issue of *Crossed Genres*. 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/](http://ghoststar.net/) 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.

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 jour-



ney that one takes when they enter a fictional world for the first time. He mixes textual analysis, confessional blogging, and humor to analyze fiction. Since its inception, Mark has covered series such as Harry Potter, The Hunger Games, The Lord of the Rings, and genre favorites like Buffy/Angel, Avatar: The Last Airbender, Battlestar Galactica, and Veronica Mars. 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 also writing 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.

**SUZANNE PALMER** is an SF/F author who is a regular contributor to *Asimov's* and *Interzone*, and an artist of occasional, impractically large sculpture. She is a moderator on Absolute Write and an alumna & former staff member of the Viable Paradise writer's workshop.

**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.

**JENNIFER PELLAND** is a Boston-area science fiction writer, bellydancer, and occasional radio theater performer. She's a two-time Nebula finalist for her short fiction, and her collection *Unwelcome Bodies* and novel *Machine* are available from Apex Publications. To learn more about her writing: [www.jenniferpelland.com](http://www.jenniferpelland.com),

and keep track of her bellydance performances at [www.facebook.com/ziadances](http://www.facebook.com/ziadances).

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 (<http://www.nela-online.org>) as Program and Education Director. Want to learn more? Ask him.

A Disney obsessed, Harry Potter loving, sassy feminist, **MELISSA PERREIRA-ANDREWS** hails from the North Shore where is she 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.

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

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

**JESSA PHILLIPS** is Editor-in-Chief of Goodtobeageek.com, a website which indulges in all manner of geek. Articles penned by Ms. Phillips have been featured on Rocket Llama, Game Tyrant, Geek Girls Network, Action Flick Chick, Hour

42 and SciFi Mafia. In addition to her editorial duties, Ms. Phillips is also Broadcasting Director of the Good To Be A Geek Network with a number of podcasts to her credit, including Good To Be A Gamer, a video game news show which she also co-hosts. She has also been a guest on many other podcasts, including The Earth Station One podcast and RevolutionSF RevCast. Ms. Phillips has also appeared on panels at other science fiction and gaming conventions, lending her expertise in a myriad of topics from B movies to video games to web entertainment. Recently, Ms. Phillips was honored to judge the Video Games category for the 2014 Geekie Awards.

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

Dr. **JAMES PREGO** is a naturopathic doctor from Long Island, NY. Dr. Prego is a recipient of the NYANP's Physician of the Year award. He is an adjunct professor of Biology at Molly 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.

**JENNIFER ALLIS PROVOST** is a native New Englander who lives in a sprawling colonial along with her beautiful and precocious twins, a dog that thinks she's a kangaroo, a parrot, a junk-

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yard cat, and a wonderful husband who never forgets to buy ice cream. As a child, she read anything and everything she could get her hands on, including a set of encyclopedias, but fantasy was always her favorite. She spends her days drinking vast amounts of coffee, arguing with her computer, and avoiding any and all domestic behavior. Follow her on Twitter @parthalan or visit her home on the web: <http://jenniferallisprovost.wordpress.com>

**PSYCHE CORPORATION** is a fairytale cyber/steampunk band fronted by a former Ladies of Steampunk model and programmer who combines dance with a powerhouse vocal range, while clad in an improbably wasp-waisted Victorian corset. The band is named after a dream manufacture group from a future where neural implants allow people to download dreams from the Internet. Songs deal in dystopian themes as well as more lighthearted folk works, such as "Perl-Operated Boy". The musical style spans genres of trip-hop, electro-rock, and world music; a recent song has mixed tribal singing with classical piano while embedding poliovirus DNA into its percussion.

**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 M PUGLIESE** is a historian of both clothing and dance. She is Artistic Director of the Commonwealth Vintage Dancers. She has taught in the US, England, Denmark and Austria.

**JULIA PUGLIESE** is a college student with a love for costuming, superheroes, and alternative street fashions.

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.

**TORI 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 10 years on the local and regional level. Rick is also the organizer of the local anime group in Albany, NY. Rick brings a unique point of view to the fandom community.

**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 and Special Education Biology at an urban public high school in Boston. He is triple-licensed as an educator: in Physics, English as a Second Language / Sheltered English Im-

mersion, and Teaching Students with Moderate Learning Disabilities. Nalin writes fiction as N.A. Ratnayake. His speculative fiction has appeared in *Crossed Genres Magazine* as well as the post-colonial SF anthology *We See A Different Frontier*. His current project is a novel exploring the effects of corporate control on the future of 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 speculative fiction from her little corner of Massachusetts. Her poetry has been published in *The Wayfarer: A Journal of Contemplative Literature*, *Tales of the Zombie War*, *Strong Verse*, *Eternal Haunted Summer* and *Pagan Edge*. Her first published short story "Essie" appeared in *Luna Station Quarterly*, and her first book of poetry was published November 2013. Her current WIP is a contemporary fantasy novel. She's the Program Coordinator for Open Spirit, a multi-faith wellness center. Suzanne is blessed with a tolerant husband, two mischievous black cats, and two amazing kids. She has degrees in Communication and Sociology, and is a lifelong sci-fi fan and science geek. Find her online: <http://suzannereynoldsalpert.blogspot.com/>

A triple threat (at least to himself), as a fan, sometime smof, and kinkster, **MARK W. RICHARDS** got started early, reading SF and fantasy as soon as he could reach the bookshelf (which admittedly wasn't very high). He started going to cons as soon as he was able (1978), after hearing of them, and way too soon found himself working on them as well. Some years later (early 90s), he discovered kinkdom, both by itself and where it crossed over with fandom. He's been on the committees for both conventions and kink events, as well as served on the boards of organizations in both milieus. He's equally comfortable discussing literary science fiction and fantasy, the classics of the field, fanzines, kink activism, and sexual politics... preferably over a couple of pints or some good single malt. Doing it in front of an audience, starting at Arisia 2014, has been an interesting experience which he's looking forward to repeating.

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

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

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

the equally awesome Forest Handford, winner of the Mr. BeardFly contest and in the running for the Best Dad Ever award.

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

**IAN COOPER ROSE** is the Chairperson of the 2012 Transcending Boundaries Conference. He is a bi, poly, kinky activist focusing on the education within these communities and the public. Ian currently lives as part of a kinky, poly quad in Springfield, MA where they are discovering on how to run a complex household in the process.

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

**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. Her first novel, *Night Owls*, was published by Ace in February 2014.

**RUBI**—Film student at Bard College, currently working on mockumentary about the cursed production of a superhero-themed musical. Writes film and culture articles for the-lfb.com/authors/rboron. Previously ran anime programming at Boskone and regularly runs panels at Anime Boston.

**DON SAKERS** was launched the same month as Sputnik One, so it was perhaps inevitable that he should become a science fiction writer. A Navy brat by birth, he spent his childhood in such far-off lands as Japan, Scotland, Hawaii, and California. In California, rather like a latter-day Mowgli, he was raised by dogs. As a writer and editor, he has explored the thoughts of sapient trees, brought ghosts to life, and beaten the "Cold Equations" scenario. In 2009, Don took up the position of book reviewer for *Analog Science Fiction & Fact*, where he writes the "Reference Library" column in every issue.

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

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.

The **SALEM TRAYNED BAND** reconstructs the militia of the Massachusetts Bay Colony in its earliest years, from its description in Massachusetts Bay Company documents of 1629 to its appearance at the first regimental-strength muster in North America, on what is now Salem Common, in 1637. The Trayned Band specialize in English pike-and-shot tactics of the first half of the seventeenth century, using full-size, sixteen-and-a-half-foot long reproduction pikes, and in early seventeenth-century English swordplay. They wear period clothing. Their other incarnation is as the Salem Light Infantry (Salem Zouaves).

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

**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](http://inurashii.xyz).

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

**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 GLBTQ conference. Micah completed his Masters degree in history and public history from UMass Amherst in 2011, and works as a middle school math tutor. In his free time, Micah enjoys 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.

**KEN SCHNEYER** received a Nebula nomination for his 2013 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 *Analog*, *Strange Horizons*, *Beneath Ceaseless Skies*, *Clockwork Phoenix 3 & 4*, *Daily Science Fiction*, *Ideomancer*, *Escape Pod*, *Podcastle*, and elsewhere. By day, he teaches legal studies and science fiction literature

to college students, and has published articles on the constitutive rhetoric of legal texts. You could describe him as an actor, lawyer, teacher, archer, cyclist, amateur astronomer, project manager, Humanistic Jew, feminist, Democrat, and Pawsox fan. Born in Detroit, he now lives in Rhode Island with one spouse, two children, and something with fangs. You can find him on Twitter, on Facebook, and at <http://ken-schneyer.livejournal.com>.

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

The **SCIENCE BABE** can be found at [scibabe.com](http://scibabe.com) delivering a bitch slap to all the bad science on the internet. Armed with a B.A. in theater, a B.S. in chemistry, an M.S. in forensic science, and a Marilyn Monroe dress, Science Babe takes no prisoners and holds nothing back in ripping through bullshit on health, nutrition, alternative medicine, and general "it's on the internet so it must be true" bad science. She's been seen on The Doctors and featured on several skeptic and science podcasts. After moving from Boston to LA last year and missing the convention in 2013, she's glad to be back at Arisia.

**KRISTIN SEIBERT** is from North Carolina but has called contradances all over the country.

**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.

**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 COO 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](http://blog.belm.com)) about cooking. He lives and works in Somerville, MA.

**NISI SHAWL**'s story collection *Filter House* won the 2009 James Tiptree, Jr. Award. She co-edited *Strange Matings: Science Fiction, Feminism, African American Voices*, and *Octavia E. Butler*. Two more anthologies from her, "Stories for Chip: A Tribute to Samuel R. Delany" and "The Year's Illustrious Feminist SFF," are due in 2015. Her stories have appeared in *The Year's Best Fantasy and Horror*, *Asimov's SF Magazine*, and the groundbreaking *Dark Matter* anthologies, among many other publications. She was WisCon 35's Guest of Honor. Shawl edits re-

views for *The Cascadia Subduction Zone*. Her own reviews appear there and in the *Seattle Times*. She is the coauthor of *Writing the Other*, a guide to developing characters of varying racial, religious, and sexual backgrounds. A founding member of the Carl Brandon Society and an officer of its Steering Committee, Shawl also serves on the Clarion West Writers Workshop Board of Directors.

**NICHOLAS "PHI" SHECTMAN** has 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.

**HILLY SILVERMAN** is the publisher of *Space and Time*, a four-decade-old magazine featuring fantasy, horror, and science fiction. She is also the author of several works of short fiction, including "The Vampire Escalator of the Passaic Promenade" (2010, *New Blood*, Thomas, ed.), "The Darren" (2009, *Witch Way to the Mall?*, Friesner, ed.), "Sappy Meals" (2010, *Fangs for the Mammaries*, Friesner, ed.), "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 Siemens Hearing Instruments.

**HANNAH ELYSE SIMPSON**—Sci-fi nerd, Red Sox fan, engineering grad, swing dancer, osteopathic medical student, marathoner, involved Jew who writes sermons, and generally vibrant soul who is also an openly bisexual and transgender young woman. She lived here in Boston for eight years attending BU and working for Brandeis, before starting her doctorate in NYC.

**JILL R. SINGER**'s earliest memories are of drawing and coloring, and has not stopped making things since. I sew clothes, bags, and quilts; and crochet little animals and hats. I am always doing something, whether it be dan zan ryu ju jitsu, israeli folkdancing, or music. I play flute, guitar,



sing, and a little piano. In terms of science fiction and fantasy, I love all things joss whedon (I have seen all his series, and I have read all of his comic books), and am a voracious reader. Recent favorites include McMaster Bujold's Miles Vorkosigan series and Scott Westerfeld's *Uglies/Pretties/Specials* series. When I'm not doing all that stuff, I'm a software engineer; designing and implementing user interfaces at AG Mednet in Boston. Lastly, I am a graduate of MIT; and tried to leave Boston but was drawn back and then promptly met my wonderful husband; I have been living here for the past 7 years.

**JAMILA SISCO** is an award-winning costumer with a specialization in Anime costumes. She has worked on costumes for over 7 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 a writer and 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 more than 20 years, LARPed for more than 15, 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 *NY 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 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 (including the DC in 2017 Worldcon Bid) and is looking forward to being the Convention Chair for Arisia 2016!

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

**DANIELLE SOUZA** is a Boston native who started her costume education at Fisher College and continued on to Academy of Art University in San Francisco, CA. Danielle currently works as a costumer in the film industry and has worked on films such as *The Devils Carnival*, *Harbinger Down*, and *The Devils Carnival: Alleluia!*

**MICHAEL SPRAGUE** is the Convention Chair for Arisia 2015. 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 frequently find him performing in productions for the Post-Meridian Radio Players. He likes long walks on the beach, Norse mythology, and gaming. Though he drinks white Russians he is not, in fact, The Dude. After his term as

Convention Chair he plans on beginning his training to be a ninja.

**ALLEN M. STEELE** was a journalist before turning to his first love, science fiction. Since then he has published nineteen novels and nearly a hundred short stories. His work has received numerous awards, including three Hugos, and has been translated worldwide. A lifelong space enthusiast, he has testified before Congress in hearings regarding space exploration and flown the NASA space shuttle simulator. He lives in Massachusetts with his wife Linda and their dogs, and is former Arisia Guest of Honor.

**IAN RANDAL STROCK** is the publisher and owner of Fantastic Books ([www.FantasticBooks.biz](http://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.

Dr. **KRISTEN STUBBS** is a queer/pansexual roboticist, maker, and entrepreneur who's more interested in people than in technology. Kristen earned her Ph.D. in Robotics from Carnegie Mellon University in 2008. She blogs about technological empowerment for sexuality and pleasure, including her own experiences and creations, at [toymakerproject.com](http://toymakerproject.com). Kristen also organizes *teasacraft-boston*, a local meetup group for sex/kink-positive makers (*teasacraft.com*).

**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* and *Singing Innocence and Experience* (Prime Books), and in anthologies including *Aliens: Recent Encounters*, *Beyond Binary: Genderqueer and Sexually Fluid Speculative Fiction*, *The Moment of Change: An Anthology of Feminist Speculative Poetry*, *People of the Book: A Decade of Jewish Science Fiction & Fantasy*, *The Year's Best Fantasy and Horror*, *The Alchemy of Stars: Rhysling Award Winners Showcase*, and *The Best of Not One of Us*. She is currently senior poetry editor at *Strange Horizons*; she holds master's degrees in Classics from Brandeis and Yale and once named a Kuiper belt object. She lives in Somerville with her husband and their 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.cecilian.com>.

**TIMOTHY J TERO** has been attending Arisia cons for about 11 years now. He's a painter and photographer, and has traveled extensively; he has been to Europe about a dozen times and Japan 3 times. He's an assistant organizer for an international arthouse film meetup group in the Boston area. He would say his special interest would be

the culture of Japan (old and new)—Japanese Sci-fi/horror films and some anime (especially old Anime). Also, he has a keen interest in European Sci-fi films.

**W. A. (BILL) THOMASSON** is 77 years old and a biochemist by training. After a fairly varied earlier career, including a stint in science/medical PR, he is currently helping biomedical researchers write their journal articles and grant applications. He's been legally blind — meaning with glasses he can just make out the second line on the eye chart—since 2000. Self-identifying as disabled (an inconvenience, not a handicap) he has become treasurer of Chicago's annual Disability Pride Parade. He's also been part of Accessibility Services at the past 3 Worldcons and is now starting his tenure as Accessibility Services manager for Sasquan, the 2015 Worldcon. He especially loves being on panels that give him a chance to speculate about the future.

**TIKVA** is attending her bazillionth Arisia, but only her second 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. Her latest project is Ramp It Up!, a site and movement dedicated to fighting street harassment of people with disabilities. 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.

**DAN TOLAND** is a writer and podcaster with Earth-2.net, specializing in comics (Grumpy Old Fans, Earth-2-In-One), 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 has had his previously unshakable Tom Bakerism tested by Matt Smith, 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.) He lives in Boston with a woman of limitless patience, a dog of nigh-infinite derpidude, 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 Toplessrobot.com. You can hear his commentary on the brand new DVD release of *Horus: Prince Of The Sun*, as well as the Lupin the 3rd films *Napoleon's Dictionary* (forthcoming), *Bye Bye, Lady Liberty*, and *The Hemingway Papers*, and the Sanrio Films production of *Ringing Bell*.

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

Born in a log cabin he built with his own hands, **CARSTEN TURNER** expects to have it finished any day now; certainly by the time he's finished reinventing himself (again). In 2004, he chaired



Arisia, and then went on to serve as president. He has been, and remains, an EMT, teacher, artist, hacker, and student.

**JAMES "CODER BRONY" TURNER**, contributing editor for oreilly.com, is a freelance journalist who has written for publications as diverse as the *Christian Science Monitor*, *IEEE Spectrum* and *WIRED Magazine*. In addition to his shorter writing, he has also written three books on Software Development *Developing Enterprise iOS Applications*, *(MySQL & JSP Web Applications and Struts: Kick Start)*. In addition, he has spent more than 30 years as a software engineer, and currently works as the Mobile Architect for a company in the Boston area. He lives in a 200-year-old Colonial farmhouse in Derry, NH along with his wife and son. As Coder Brony, he is the President and Chairman of the Board of the Brony Thank You Fund, the only 501(c)(3) public Brony charity. He also organizes and published the annual Brony Herd Census. He is an open water diver and instrument-rated private pilot.

**HEATHER URBANSKI** holds a Master of Arts in Writing and a Ph.D. in English, specializing in Composition and Rhetoric. Her first book, *Plagues, Apocalypses, and Bug-Eyed Monsters: How Speculative Fiction Shows Us Our Nightmares* (McFarland 2007), a bibliographic survey of the genre, combines her passion for SF as a fan with her academic career. Her second book, the edited collection *Writing and the Digital Generation: Essays on New Media Rhetoric* (McFarland 2010), focuses on the intersections of rhetoric, popular culture, fandom, and digital media. Her third book, *The Science Fiction Reboot*, a narrative analysis of 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.

**ERIC M VAN** was a 2010 nominee for the World Fantasy Award for his work as Program Chair or Chair Emeritus for the first 21 Readercons—the only convention ever so honored. The outline for his novel *Imaginary* has passed the 75,000 word mark, and a handful of critical pieces for *New York Review of Science Fiction* (where his observations on Philip K. Dick appeared back in the 90's) are just as unfinished. At the turn of the millennium, he spent four years back at Harvard studying psychology; he's now writing *Mind as Matter: a Testable Theory of Phenomenal Consciousness and Actual Free Will* and planning its popularization, *The Divine Universe*. He's also a popularizer of theoretical physics (his original Harvard major), and writes about film online. He is the chair of the Society of Baseball Research's Science and Baseball Committee and a former statistical consultant for the Boston Red Sox. He lives in Watertown, Mass, and has a website at ericmvan.com.

**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.

**ANDREW VAN ZANDT** is an engineer, roboticist, and general geek. He's also on the Board of Directors at the Artisan's Asylum, a hacker/makerspace in Somerville, MA. 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 VANESLITINE** has been fascinated by interactive narrative since playing *Colossal Cave Adventure* at age six, which explains why she's now a professional game developer who writes text adventures on the side. In her spare time, she reads voraciously and pursues a long list of kaleidoscopically changing hobbies. Her games and blog are at [www.sibylmoon.com](http://www.sibylmoon.com), and you can follow her on Twitter @mossdogmusic.

**PABLO M.A 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.

**THOMAS P. VITALE** is currently EVP Chiller Strategic Operations and EVP Syfy Original Movies and Co-Productions. Prior to his current role, he was EVP of Programming and Original Movies for Syfy. Vitale has been with Syfy since its first year. A fan of science fiction, fantasy and horror, Vitale has developed and commissioned over 350 original genre movies, and has been involved in original scripted series from *Farscape* to *Stargate* to *Sanctuary* to the current *Z Nation*. He has reached out to fans through online chats on [syfy.com](http://syfy.com), has spoken at numerous science fiction conventions and for ten years wrote a monthly "TV on TV" column aimed specifically at the fan base in the *Syfy Magazine*. Vitale loves television so much that rather than lullabies, he used to rock his children to sleep by singing television theme songs.

**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—he 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 works as a policy research assistant for the Center for High-rate Nanomanufacturing.

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

**JEFF WARNER** 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, available for cheap dates, a co-founder of 3 SF conventions and a utility infielder for many others, a freelance blurb-meister, and a philosophical entertainer. "Geek, Nerd, and Dork? I'm a Triple Threat!"

**PEGGI WARNER-LALONDE** has been involved in the fan music community for almost 20 years. She helps to run the music track at several conventions, and is on the convention committee of FilKONtario. She's also been known to sing a bit, and has provided backup harmonies on several Filk CDs.

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

**KET WATERS** is a violinist with a taste for Celtic and electronic music, but you may know her as a costumer, jeweller, or simply "that blue-haired girl". She also has a talent for drawing on people's faces. In the past she has been a dealer of shiny things, volunteer, truck-unloader, writer, art-



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ist, and maker-of-another-convention's-badges (though she did not add a scratch and sniff). Ask her about her recordings, about makeup artistry, or about playing fiddle for your event. At Arisia, she teaches chainmail classes, makes costumes on a budget, and drinks too much coffee.

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

**MICHELE WEINSTEIN**—I have been a convention attendee since the 1970's. I have been quite involved with masquerades (as a contestant, a ninja and a judge-not at the same time!). This year, I am here to help develop early morning activities for my fellow early risers, give some insight on how to manage a collection and help teach others how to have a good panel. My geeky family is also here. My husband is in the tech crew and my daughter is working on the newsletter.

**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.

**MORVEN WESTFIELD** is a fiction writer, technical writer, and occasional podcaster who lives west of Boston. She is the author of a two-book series in which a coven of witches investigate supernatural evil in the form of vampires. Morven also regularly contributes non-fiction articles on folklore and the supernatural to *The Witches Almanac*. Like many writers, she keeps a messy office and drinks way too much coffee. [www.morvenwestfield.com](http://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.

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

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

**NIGHTWING WHITEHEAD** was born in 1958. The Barbie doll was "born" in 1959; so for a year she had nothing to do. Since then, she's been making up for lost time by dressing anyone and anything that comes within her reach. She's worked for several theaters, dressed some stars, done some teaching, and has her own business designing and creating costumes for life.

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

"The Changing Face of Anime Conventions", as well as a variety of other geeky topics.

**PENELOPE WILHELM** is a professional musician and music teacher, a lay Emergent Church leader at The Crossing, nascent game master, cisgender transsexual, camp counselor, an accidental political activist, and an intentional life-long sci-fi fan. She began drumming when she was three, began teaching drums when she was sixteen, and went on to major in composition at Berklee College of Music. Penny 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.

Having retreated to the basements of the Paris Opera House wearing a demi-mask, **STEPHEN R WILK** has been trying unsuccessfully to find a young protégé willing to learn the rudiments of Optics. He did persuade Oxford University Press to publish his scribbled manuscript of "How the Ray Gun Got Its Zap!", and has had fiction published in *Analog* and *Tales of the Undead*, as well as several online publications. From his dark and miserable lair, he continues to be a Contributing Editor for the OSA.

**CONNIE WILKINS** began with *Marion Zimmer Bradley's Fantasy Magazine*, several of Bruce Coville's anthologies for kids, *Strange Horizons*, and various similar publications. Then she was seduced into writing and editing erotica as her alter-ego Sacchi Green. That resulted in publishing scores of erotic stories, some of them also crossing into science fiction and fantasy, and editing ten anthologies including *teo Lambda Literary Award winner's* 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 Circlet Press, and combining specific with erotica in an upcoming fairy tale anthology, *The Princess's Bride*.

**JENNIFER WILLIAMS** is an author, editor, and crazy cat lady. Her most recent work is the anthology *Like a Sacred Desire: Tales of Sex Magick* published by Circlet Press and featuring stories by Raven Kaldera, D.L. King, and David Sklar. She has also been published in the Lambda Literary Award nominated collection *Women of the Bite* edited by Cecilia Tan, and *Vicious Verses and Reanimated Rhymes*, a collection of zombie poetry edited by A.P. Fuchs. She is an active member of the New England Horror Writers Association and a staff writer for Blogcritics.org.

**W. B. J. WILLIAMS**, 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.

Attorney, occasional writer, and all around fan, **JAMES A. WOLF** was known as Dungeon Master Jim on *The Toucher and Rich Show* on WBCN,

when there was a WBCN. He is presently shopping novels and plotting trouble.

**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 current president of Broad Universe and a senior editor for Spencer Hill Press. 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 Childe*, and *Silent Starsong*. As if she weren't busy enough, Trish is also the writing partner for the webcomic *Aurelio* at [www.thevampireaurelio.com](http://www.thevampireaurelio.com). Find out more at [www.anovelfriend.com](http://www.anovelfriend.com).

**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](http://www.colderside.com/Colderside/Temp_%26_CO2.html) has gone viral.

**AIMEE YERMISH, PsyD** ([aimee@davincilearning.org](mailto: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, Asperger's, 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.

# THE ARISIANS AND HOW THEY GOT THAT WAY

Date	Venue	Guests of Honor & Special Guests	Theme/Notes	Reg.
<b>Arisia '90</b> Feb 23–25, 1990	Lafayette Swissôtel Boston, MA	<b>WGoH:</b> Richard Bowker <b>AGoH:</b> A.C. Farley <b>FGoH:</b> Spike McPhee <b>Chair:</b> Matthew Saroff		842
<b>Arisia '91</b> Feb 1–3, 1991	Vista International Waltham, MA	<b>WGoH:</b> Jack L. Chalker <b>AGoH:</b> Bob Walters <b>FGoH:</b> Richard Hill & Laurel Cunningham <b>Media GoH:</b> Larry Ross <b>Chair:</b> Matthew Saroff	<i>The "Vista International" is now the "Waltham Westin" hotel.</i>	1050
<b>Arisia '92</b> Jan 3–5, 1992	Boston Park Plaza Hotel & Towers Boston, MA	<b>WGoH:</b> Craig Shaw Gardner <b>AGoH:</b> Robin Wood <b>Filk Guest:</b> T.J. Burnside Clapp <b>Guest Editor:</b> Ginjer Buchanan, Shoshanna Green <b>Media Guest:</b> Lynne Stephens <b>Tech GoH:</b> Alex Latzko <b>Chair:</b> Kimberly S. Van Auken	<i>Ginjer and Shoshanna were each listed as "Guest Editor" in different sections of the Program Book. No one (including the chairman) remembers what really happened.</i>	1094
<b>Arisia '93</b> Jan 15–17, 1993	Boston Park Plaza	<b>WGoH:</b> Ellen Kushner <b>AGoH:</b> Charles Lang & Wendy Snow-Lang <b>FGoH:</b> Monty Wells <b>Tech GoH:</b> Carl Zwanzig <b>Chair:</b> Robert "Insanity*3" Bazemore		1670
<b>Arisia '94</b> Jan 21–23, 1994	Boston Park Plaza	<b>WGoH:</b> Spider & Jeanne Robinson <b>AGoH:</b> Michael Whelan <b>FGoH:</b> Dave Kyle <b>Chair:</b> James S. Belfiore, Jr.	<i>The "Park Plaza Castle" (formally the armory for the First Corps of Cadets National Guard Unit) was used for the masquerade and several other events, due to an outside wedding being scheduled in the hotel main ballroom.</i>	1513
<b>Arisia '95</b> Jan 13–15, 1995	Boston Park Plaza	<b>WGoH:</b> C. J. Cherryh <b>AGoH:</b> Jael <b>FGoH:</b> Walter Kahn <b>Filk Guest:</b> Michael Longcor <b>Tech Guest:</b> Deryl Burr <b>Chair:</b> Sheila Oranch	DIVERSITY—we are not one-dimensional beings!	1810
<b>Arisia '96</b> Jan 12–14, 1996	Boston Park Plaza	<b>WGoH:</b> Emma Bull & Will Shetterly <b>AGoH:</b> Lissanne Lake <b>FGoH:</b> Rob Bazemore a.k.a. "Insanity*3" <b>Musical Guest:</b> Boiled In Lead <b>Chair:</b> Nicholas "phi" Shectman	Minneapolis Music <i>The Fan Guest of Honor got married in the hotel ballroom as his "GoH Event."</i> <i>Arisia '96 was the last year under the old family-owned Park Plaza management. The hotel sale closed the Monday after the convention.</i>	1826
<b>Arisia '97</b> Jan 10–12, 1997	Boston Park Plaza	<b>WGoH:</b> R. A. Salvatore <b>AGoH:</b> Bob Eggleton <b>FGoH:</b> The Gang of Five (Arisia's Founders: Brian Cooper, Tom Fish, Mary Robison, Matthew Saroff, Cris Shuldiner) <b>Dictator:</b> Pat McCormack	Exploring Tyranny In Our Literature and In Our Lives, a.k.a. "The Iron Boot of Tyranny"	1874
<b>Arisia '98</b> Jan 16–18, 1998	Westin Hotel Waltham, MA	<b>WGoH:</b> James P. Hogan <b>AGoH:</b> Cortney Skinner <b>FGoH:</b> Marty Gear <b>Exec Director:</b> Glen R. Goodwin	Freedom: Stories of The Revolution! <i>The "Westin Waltham" is the former "Vista International".</i> <i>Arisia '98 had a strict membership cap of 1500 due to hotel function space limitations. The cap was raised to 1550 and no one was turned away.</i>	1538
<b>Arisia '99</b> Jan 8–10, 1999	Westin Copley Place Boston, MA	<b>WGoH:</b> Roger MacBride Allen <b>AGoH:</b> Gary A. Lippincott <b>FGoH:</b> Patrick & Teresa Nielsen Hayden <b>Science Guest:</b> H. Paul Shuch a.k.a. "Dr. SETI" <b>Chair:</b> Cris Shuldiner	The 10th Arisia/Party Like It's 1999	1672
<b>Arisia '00</b> Jan 14–16, 1990	Boston Park Plaza	<b>WGoH:</b> Jane Yolen <b>AGoH:</b> Tom Kidd <b>FGoH:</b> Sharon Sbarsky <b>Musical Guest:</b> Echo's Children <b>Chair:</b> Paul Selkirk	<i>No official theme, but the "in joke" was that Arisia '00 was officially "Not Y2K Compliant," so the dates were printed as 1900.</i>	1965
<b>Arisia '01</b> Jan 12–14, 2001	Boston Park Plaza	<b>WGoH:</b> Lois McMaster Bujold <b>AGoH:</b> Wojtek Siudmak <b>FGoH:</b> jan howard finder a.k.a. "Wombat" <b>Chair:</b> Elka Tovah Menkes	Looking Back on the Future	2082
<b>Arisia '02</b> Jan 18–20, 2002	Boston Park Plaza	<b>WGoH:</b> Katherine Kurtz <b>AGoH:</b> Tristan Alexander <b>FGoH:</b> Eugene Heller <b>Chair:</b> Noel Rosenberg	So Long, and Thanks for All the Fish: A Tribute to the Works of Douglas Adams	2309

Date	Venue	Guests of Honor & Special Guests	Theme/Notes	Reg.
<b>Arisia '03</b> Jan 17–19, 2003	Boston Park Plaza	<b>WGoH:</b> Harry Turtledove <b>AGoH:</b> Victoria (Poyser) Lisi & Julius Lisi <b>FGoH:</b> Anthony R. Lewis, FN <b>Gaming Guests:</b> Looney Labs (Andrew Looney, Kristin Looney, Alison Frane) <b>Costuming Guests:</b> Pierre & Sandy Pettinger <b>Filk Guest:</b> Gwen Knighton <b>Chair:</b> Skip Morris	Exploring Alternate Realities Through Literature	2264
<b>Arisia '04</b> Jan 16–18, 2004	Boston Park Plaza	<b>Sculptor GoH:</b> Arthur Ganson <b>WGoH:</b> Tim Powers <b>FGoH:</b> Kim Van Auken <b>Freedom Guests:</b> Eric S. & Catherine Raymond <b>Filk Guest:</b> Tom Smith <b>Evil Overlord:</b> Carsten Turner	The Future of Freedom <i>Official Con Book: Powers of Two, from NESFA Press</i>	2283
<b>Arisia '05</b> Jan 21–23, 2005	Boston Park Plaza	<b>WGoH:</b> Barbara Hambly <b>AGoH:</b> John Picacio <b>FGoH:</b> Victor J. Raymond <b>Media Guest:</b> Harry Knowles <b>Fannish Movie Guests:</b> HiddenFrontier.org <b>Filk Guests:</b> Mary Ellen Wessels & Ed Stauff <b>Chair:</b> Buzz Harris	Through Alien Eyes	2086
<b>Arisia '06</b> Jan 13–15, 2006	Boston Park Plaza	<b>WGoH:</b> Allen Steele <b>AGoH:</b> Frank Wu <b>FGoH:</b> Barb Schofield <b>Musical Guest:</b> Heather Dale <b>Chair:</b> Nicholas "phi" Sheckman	Focus	2437
<b>Arisia '07</b> Jan 12–14, 2007	Hyatt Regency Cambridge, MA	<b>WGoH:</b> Esther Friesner <b>AGoH:</b> Hilary Scott <b>Filk GoH:</b> Luke Ski <b>Chair:</b> Joel Herda	Humor in Science Fiction and Fantasy <i>A new home for Arisia</i>	2137
<b>Arisia '08</b> Jan 18–21, 2008	Hyatt Regency Cambridge	<b>WGoH:</b> Laura Anne Gilman <b>AGoH:</b> Marrus <b>Fan Performer GoH:</b> Eric "in the Elevator" Zuckerman <b>Chair:</b> September Isdell	Pirates vs. Ninjas <i>First four-day Arisia</i>	2369 (reg'd) 2280 (attended)
<b>Arisia '09</b> Jan 16–19, 2009	Hyatt Regency Cambridge	<b>WGoH:</b> Walter H. Hunt <b>AGoH:</b> Dave Seeley <b>Fan GoH:</b> Ricky and Karen Dick <b>Chair:</b> Jill Eastlake	Fabric of Science Fiction	2523 (reg'd) 2410 (attended)
<b>Arisia '10</b> Jan 15–18, 2010	Hyatt Regency Cambridge	<b>AGoH:</b> Sarah Clemens <b>FGoH:</b> Kevin Roche and Andy Trembley <b>Musical GoH:</b> SJ Tucker—Skinny White Chick <b>Writer / Editor GoH:</b> Gardner Dozois <b>Chair:</b> Rick Kovalcik	SF—Old and New	2416 (reg'd) 2307 (attended)
<b>Arisia '11</b> Jan 14–17, 2011	Westin Boston Waterfront	<b>WGoH:</b> Kelley Armstrong <b>AGoH:</b> Josh Simpson <b>FGoH:</b> René Walling <b>Webcomic GoH:</b> Shaenon Garrity <b>Special Guest:</b> Seanan McGuire <b>Chair:</b> Crystal Huff	Mad Science	3050 (reg'd) 2912 (attended)
<b>Arisia '12</b> Jan 13–16, 2012	Westin Boston Waterfront	<b>GoHs:</b> Phil and Kaja Foglio, Gareth Hinds <b>Chair:</b> Cris Shuldiner	Where Science and Adventure Come Together!	3,442 (reg'd) 3,284 (attended)
<b>Arisia '13</b> Jan 18–21, 2013	Westin Boston Waterfront	<b>WGoH:</b> Tananarive Due and Steven Barnes <b>AGoH:</b> Roger Dean <b>Musical GoH:</b> Emerald Rose <b>Chair:</b> Rachel Silber		3,869 (reg'd) 3,629 (attended)
<b>Arisia '14</b> Jan 17–20, 2014	Westin Boston Waterfront	<b>WGoH:</b> Tanya Huff <b>AGoH:</b> Lubov <b>FGoH:</b> James Nicoll <b>Chair:</b> Lisa Hertel	Cross-culturalism <i>A'14 did not sell memberships (including day memberships) on Saturday or Sunday, resulting in fewer unique visitors (counted here) even though each day had more attendees.</i>	3,785 (reg'd) 3,560 (attended)
<b>Arisia '15</b> Jan 16–19, 2015	Westin Boston Waterfront	<b>WGoH:</b> N. K. Jemisin <b>AGoH:</b> Lee Moyer <b>FGoH:</b> Colette H. Fozard <b>Chair:</b> Mike Sprague		
<b>Arisia '16</b> Jan 15–18, 2016	Westin Boston Waterfront	<b>WGoH:</b> John Scalzi <b>AGoH:</b> Johnna Y. Klukas <b>FGoH:</b> Pablo Miguel Alberto Vazquez III <b>Chair:</b> Kris "Nchanter" Snyder		





# ARISIA 2016

**FRIDAY, JAN 15 – MONDAY, JAN 18**

WESTIN BOSTON WATERFRONT HOTEL | **BOSTON, MA**

AUTHOR GUEST OF HONOR: **JOHN SCALZI**  
ARTIST GUEST OF HONOR: **JOHNNA Y. KLUKAS**  
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