

ARISIA

2021

SUZANNE PALMER
WRITER GUEST OF HONOR

HANNIBAL KING
ARTIST GUEST OF HONOR

KAT TANAKA OKOPNIK
FAN GUEST OF HONOR

ARISIA 2021

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WRITER GUEST OF

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JANUARY 15-18, 2021

FROM THE ARISIA PRESIDENT

Welcome to Arisia!

Two years ago we asked for your help to keep Arisia alive, and you came through, joining the corporation in droves to take us through a crisis of leadership and turning out to make Arisia happen against impossible odds. Thank you. There wouldn't be Arisia without you.

A year ago we asked for your help to keep Arisia afloat, and you came through with donations big and small to put Arisia back on its feet. Thank you. There wouldn't be Arisia without you.

This year I am asking for your help to keep Arisia in your heart. As I write this I'm hearing people's plans to cosplay, hide rubber ducks, make toast with strange toppings, and open bags of their favorite snacks so that they get just the right amount of stale. You don't have to go to those lengths, but I am excited for your creativity as I prepare once again to be amazed at an Arisia that is so much more than the sum of its parts.

This year may look different at first glance. We're using new tools to do new things in new ways. And we're skipping some things that we might once have thought were central to the Arisia experience. It's going to take some getting used to. But it's also a great opportunity.

By going online, we can open doors for the new attendees who will be the lifeblood of Arisia. If this is your first Arisia, welcome to the community!

By using Zoom, we can provide plenty of high quality, professional captioning for large swaths of the convention experience. This is something we've always wanted to do more of and we're thrilled to be able to offer it to the many different kinds of folks who will benefit.

By skipping some expensive parts of the in-person convention, we can make scholarship memberships available for free for the asking, and set a lower attendance rate for those not using scholarships. Our ability to do this is supported by some members voluntarily paying at a higher rate. If you can, please consider registering at the \$75 rate, or making an additional donation to Arisia online. Half of any money left over at the end of the convention (or at least \$1000) will go to address systemic racism in the Boston area.

These new things will make it possible for more people to experience Arisia, but they won't change what Arisia really is: a community of people who are excited to come together to celebrate and share their fandoms.

We'll still have readers, gamers, cosplayers, editors, conrunners, artists, filkers, writers, dancers, scientists, fans of DC and Marvel, fans of Star Wars and Star Trek, fans in seemingly infinite variety and combination. We'll have a broad spectrum of programming where we'll all be able to gather and share, featuring scores of program participants and our Guests of Honor: Suzanne Palmer, Hannibal King, and Kat Tanak Okopnik. We'll have many of the events you expect, and some you won't. This year we're partnering with Green Door Labs to bring you Space Cats!, an interactive game for all ages with something for everyone. We'll have an online Con Suite and parties and fan tables. And don't miss our Art Show and Dealers Room, where you can see some amazing items for sale!

All this happens because people make it happen, and we'd love to have your help, either this weekend or over the next year for Arisia 2022. We'll be checking email at volunteers@arisia.org and there's plenty for you to do, even -- especially -- if you haven't volunteered before. It's a great way to get deeper into the space we're all creating together.

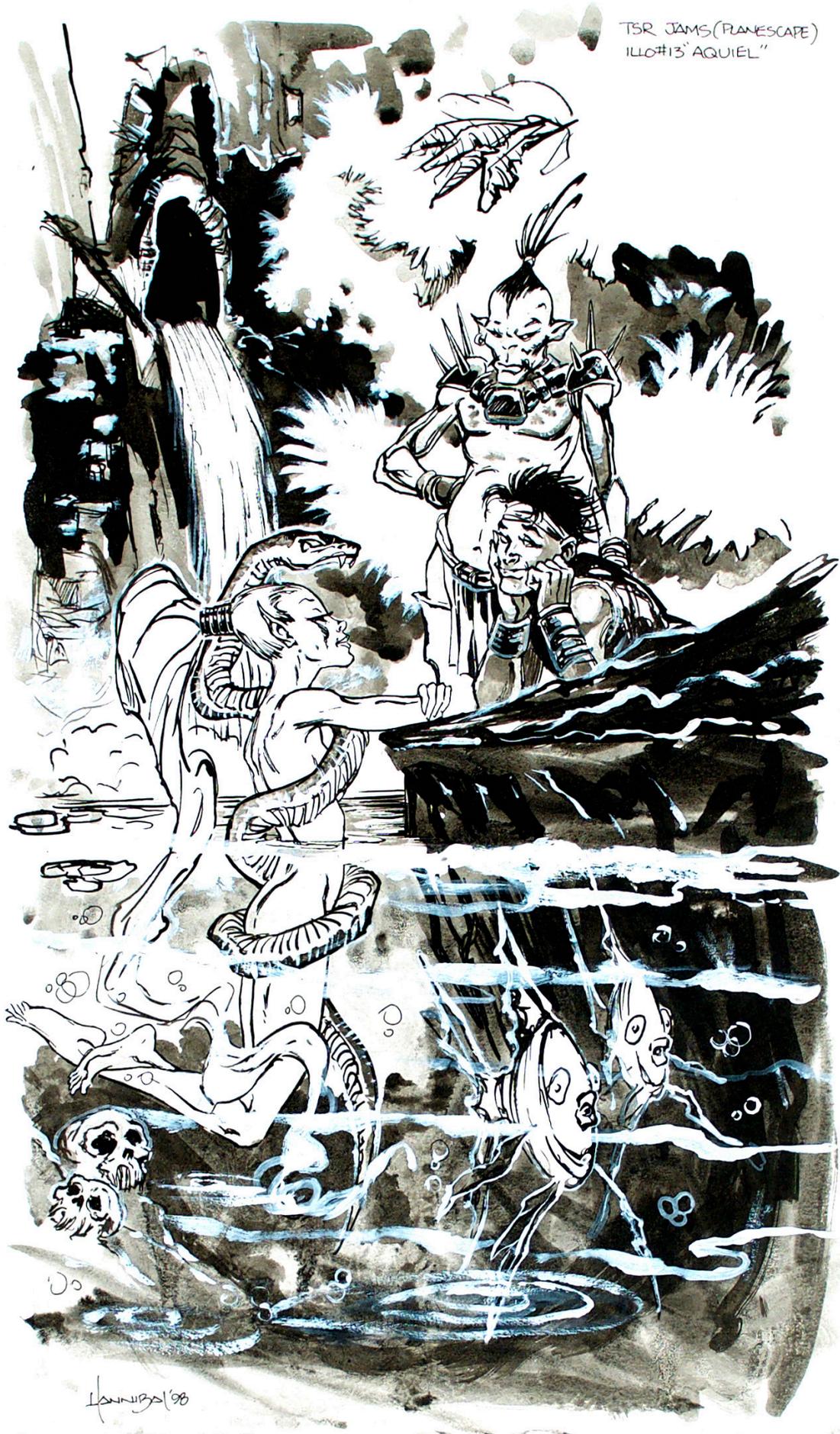
To make sure this space stays the way we all want it to be, we have a Code of Conduct, an Incident Response Team for reporting violations, and a Safety Team which can help out as issues are happening. They're there for anyone and can take reports in the IRT and Safety channels in Discord, by Zoom, or by email at incidents@arisia.org and safety@arisia.org. If you want the report to be anonymous we will leave your info out of the report, or you can report anonymously via the contact form on our web site; we will not disclose who made the report in any event. Your report will be taken seriously and treated confidentially. Much more information about reporting is available on our problem reporting page.

Finally, If you like what you see this weekend, please consider becoming part of the Arisia corporation. This is where important decisions are made and we want our community to have as much of a voice as possible. You can join now for \$16 (or for free, if that's a hardship), and automatically gain voting rights by attending a single online meeting, such as the one at 1:00 on Sunday of the convention. Or if you'd like to join us again next year, Arisia 2022 memberships will be for sale on Monday at noon on our website for \$50.

So enjoy a short respite from the long winter, and also from the lines for the elevator. And thank you, for being part of the convention. It wouldn't be Arisia without you.

Nicholas "phi" Shectman
President, Arisia Inc.

TSR JAMS (PLANESCAPE)
ILLO#13 "AQUIEL"



Jan 13/98



CONVENTION COMMITTEE AND STAFF

CON CHAIR

The Eboard is acting in loco conchairis and as primary point of contact with the divisions in parenthesis (see also Assistant Con Chair below):

Nicholas Sheckman (phi)

[Exhibits, Hotel, Member Services, Registration, Tech, Treasurer, Website]

Rachel Silber

[Events, Guest of Honor, Remote Convention]

Etana [Access, Communications]

Melissa Perriera-Andrews (MPA)

[Diversity, IRT, Youth Services]

Mike Sprague

[Programming, Team Arisia Services]

ASSISTANT CON CHAIR

Vivian Abraham

[Gaming, Publications, Safety]

CON CHAIR SPECIAL PROJECTS

Meeting Scribe: Lisa Hertel

Program Participant Zoom Training:
Alan Wexelblatt

CON CHAIR DIRECT REPORTS

CON SUITE/PARTY SPACE

Con Suite/Party Space Area Head:
Allison Feldhusen

CONVENTION TREASURER

Convention Treasurer: Kelly Fabijanac is acting as interim bookkeeper

Assistant Convention Treasurer:
Cate Schneiderman

CONVENTION WEBSITE

Division Head: Mike Tatroe

Web IT: Benjamin Levy, Mike Tatroe

HELP DESK

Help Desk Area Head: Tom Traina

ACCESS

Division Head: Marc Brunco

Assistant Division Head: Bill Thomasson

COMMUNICATIONS

Division Head: Etana

Social Media Coordinator:
Jax Adele Ventura

EVENTS

Division Head: Jason Schneiderman

Assistant Division Head: Rachel Silber

Martial Arts Area Head: Mark Millman

MASQUERADE

Masquerade Director: James Hinsey

INCIDENT RESPONSE TEAM (IRT)

Division Heads:

Audra White & Rachel Tanenhaus

Assistant Division Head: Joey Lusk

IRT Staff: Shirley Dulcey, Melissa Kaplan, Jean Rossner, Christianna Vasquez, Alan Wexelblat, Todd [Tex] Whittemore

EXHIBITS

Division Head: Benjamin Levy

ART SHOW

Art Show Directors: Megan Lewis and Julia Austein

Assistant Art Show Director: Nick Brown

DEALERS

Dealers' Liaison: Ed Trachtenberg

FAN TABLES

Benjamin Levy

WATCH PARTIES

Watch Party Hosts: Trowa Barton, Ed Beecher, Andy Kaufman, Julia Tenney

GAMING

Division Head: Gail Terman

Assistant Division Head: Daniel Abraham

LARP Area Head: Olivia Montoya

Tabletop Area Head: Michael Renaud

Tournament Area Head: Kevin Lin

Video Gaming Area Head: Vic Morgan

Video Gaming Staff (Teen Army): Kayleigh Tatroe, LiAm Wexelblat

Administrative Assistant to the Division Head: Debbie Terman

GOH LIAISON

Guest of Honor Division Head: Jacqui Bryant

MEMBER SERVICES

Division Head: Jenne Foronjy

PROGRAMMING

Division Head: Ilene Tatroe and Tanya Washburn

Zambia Scheduling Software Developer/ Database Administrator: Dan Franklin

Advisors: Nchanter

Programming Staff (Pre-Con): Jenne Foronjy

Descriptive Art Tour Docent: Zachary Melisi

TRACK MANAGERS:

Art & Maker: Programming Staff

Comics: E.J. Barnes, Danny Miller

Communities: Melissa Perriera-Andrews (MPA)

Cosplay & Costuming: Milo Martinez

Fan Interest: Jesi Lipp

Gaming: Gail Terman

Literature: Mar Hammitt-McDonald

Media: Dan Toland

Assistant Track Manager: Sid Hackney

Meetups: Matthew McComb

Music: Jeremy Kessler
Assistant: Angela Kessler

Science: Mark Amidon

Writing: Morgan Crooks

PUBLICATIONS

Division Head: Vivian Abraham

Souvenir Book Layout: Kate Wechsler



REGISTRATION

Division Head: Melia B Vaden

Assistant Div Head: Brooks Harrelson

REMOTE CONFERENCING

Division Head: Justin du Coeur

Front End Lead: Gail Terman

UX Design Area Head: Raven Stern

UX Design Staff: Em Tersoff

UI/Web Design: Aaradyn

Discord Area Head: Gail Terman

Discord Moderation: Hobbit

Data Management Specialist:

Debbie Terman

Software Engineer: Chris Lahey

General Staff: Deborah Hamill

SAFETY

Division Head: Jodie Lawhorne

Assistant Division Head: Karen Tobon

Area Head Online Safety: Long Nguyen

Assistant Area Head Online Safety:

Orlit Groeschler

Online Safety Staff: Cameron Calkins,
Zach Melisi, Tom Padwa, Jan Dumas,
Marlon Teel, Christianna V, Ellie Pagan-
Vargas, Kait Murphy

Chief of Staff: Orlit Groeschler

Shift Manager, 7a-3p: Katie Lagana

Shift Manager, 3p-11p: Bailey Pickard

Safety Artist: Rana Gainer

TEAM ARISIA SERVICES

Division Head: Mike Sprague

Volunteer Coordinator: Erik Meyer-Curley

TECHNICAL SERVICES

**Interim Division Head/Technical
Director: David H. Silber**

**Assistant Division Head/Assistant
Technical Director:** H Severino



ZOOM HOSTS:

Aaradyn

Inanna Arthen

Mowgli Assor

E. J. Barnes

Covert Beach

Charlie Boatner

Aimee Bouchard

copybaron

Brendon Chetwynd

Gay Ellen Dennett

Carolyn Frank

Lowell Gilbert

Joel Gould

Yakira Heistand

Lisa Hertel

Hobbit

Ken London

Matthew McComb

Caroline Meeks

Mark Millman

Kathi Overton

Nicky Penttila

Kylie Selkirk

Jannie Shea

Sandy 'Pink' Sutherland

Joan/Tigira

Sloweddi

Ilene Tatroe

Tanya

Danny Miller

Cate Schneiderman

Dan Toland

Mar Hammitt-

McDonald

Ellen Kranzer

Jesi Lipp

Tom

Ken Fink

GayEllen Dennett

Raven Stern

Jason Schneiderman

Rachel Silber

Melia Vaden

Carl Z! Zwanzig

Tara Zach

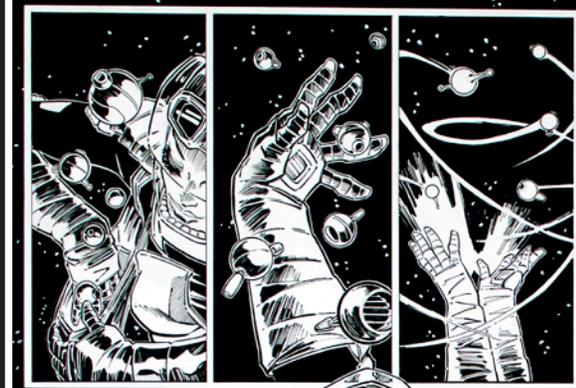
YOUTH SERVICES

Division Head: Aimee Bouchard

Fast Track Staff: Vera Backman, Sara
Brosnan, Jill Silvester

HANNIBAL KING'S
LUNA CITY

FIRST PHASE:
MOONRISE





ARISIA 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. 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 responsible manner.

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, and/or harassing behavior. Such behavior includes, but is not limited to: stalking, discriminatory statements, inappropriate physical contact, unwelcome sexual attention, and display of hateful iconography. These prohibited behaviors can include but are not limited to those related to: race, national origin, sex, gender, sexual orientation, physical appearance, age, religion, ability, family/marital status, or socioeconomic class. Examples of hateful iconography can include, but are not limited to, those listed on the websites of the Southern Poverty Law Center and the Anti-Defamation League.

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 Incident Response Team (IRT), an Assistant Div Head, a Division Head, an Assistant Con Chair, or the Con Chair.

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

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

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

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

CHILDREN AS FANS AND COMPANIONS

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

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

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

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

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

membership accompanying every three Kids-in-Tow members.

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

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

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

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

Please review the separate Children’s Policies for a full description and restrictions.

COSTUME AND MASQUERADE GUIDELINES

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

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

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

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

PARTIES IN GUEST ROOMS

For individuals or groups wishing to host a party (Open or Closed), you must register with the convention in advance and use a room in the “Active” room block. Parties registered in advance with Arisia will be moved to a “Party Host room”, which ensures that you are covered by Arisia’s corkage agreement (allowing you to serve food and non-alcoholic drinks).

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 Host Rules.

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.

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

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

RECORDING POLICY

Arisia's Code of Conduct requires respect for other attendees, including obtaining permission to make recordings (including but not limited to still photographs, audio recordings, and video recordings), not using recordings for malicious purposes, and following the applicable laws and regulations established by the hosting facility. Further details may be found here.

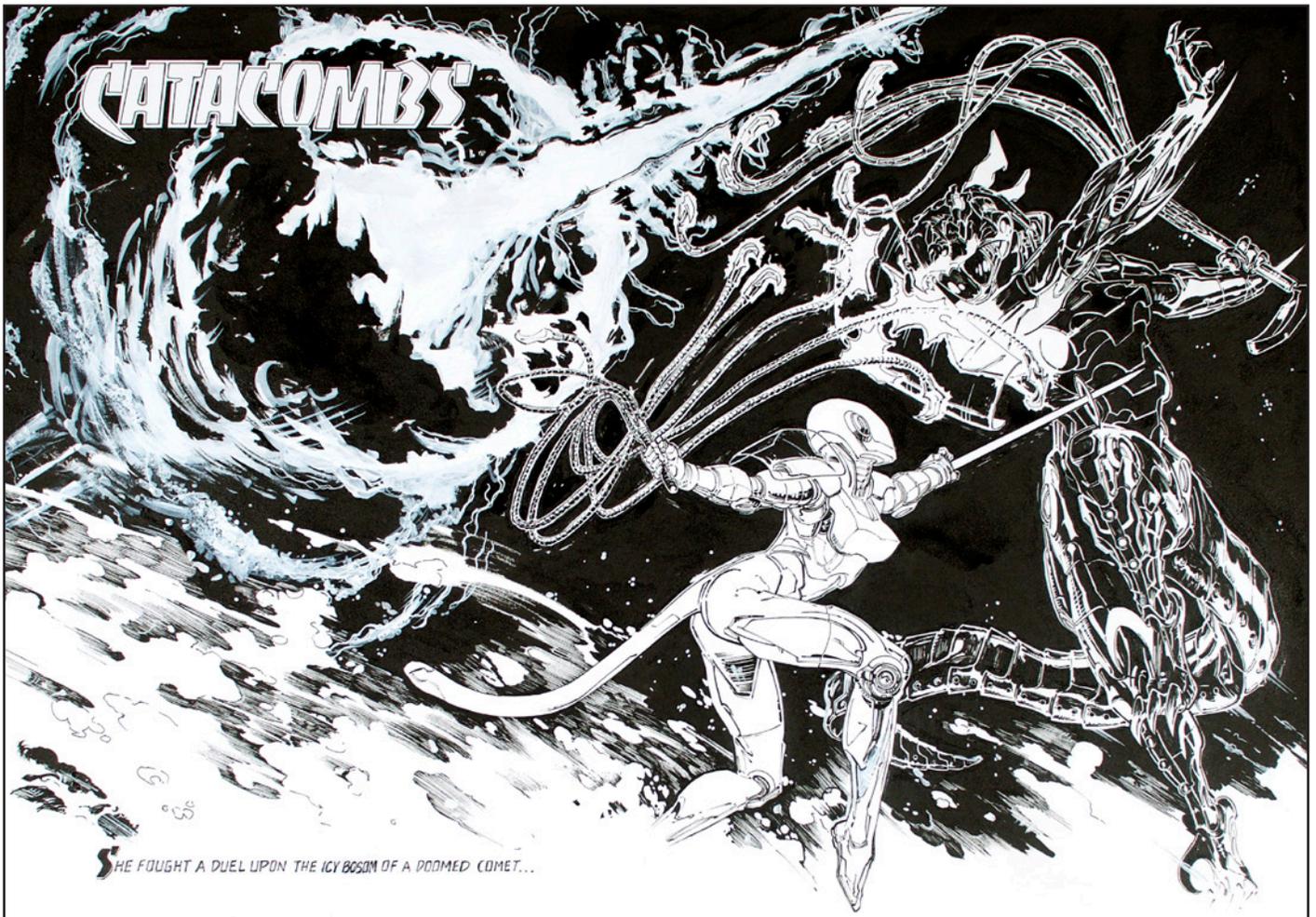
VENDING POLICIES

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

OTHER POLICIES

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

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





HANNIBAL

WRITER GUEST OF HONOR



SUZANNE PALMER

Readers of *Asimov's Science Fiction* magazine have always been astute at picking up on talented newcomers. They turned their spotlight on Suzanne Palmer immediately. Her very first sale to the magazine, "Surf" (December 2011), placed among our top five novelettes in *Asimov's Readers' Award*. In every year since, she has had a story or a poem place or win in at least one category. Suzanne has joined an elite group of authors that I've jokingly claimed could have a category named for them. With her track record, though, I'm not sure whether we should bestow this honor on novella, novelette, short story, or poetry since her work has been a winner in every category! She tells us she's thinking of stretching herself and going for best cover as well. Considering her talent, I'm not completely certain that that comment was meant in jest.

Suzanne has received these readers' awards because her fiction is wonderful. Her characters are fully developed and her tales are beautifully plotted. She is equally adept at crafting comedy and tragedy, sometimes in the same tale. The writer her fiction most reminds me of is master storyteller Connie Willis. But, like Connie, Suzanne has her own true inimitable voice.

Suzanne is also a funny and delightful person to spend any time with. When I pulled together the 40th anniversary celebration for *Asimov's*, I knew that she had to be one of our featured guests. The audience was pleased as well. I love having the chance to dine and talk with her in person about all sorts of subjects. I found her just as compelling at an online event last fall, and I thought it was great that people were able to sign in from all over the country. Still, I will be very glad when the world returns to some kind of normal and we can resume our conversations in person.

– Sheila Williams

WATERLINES (EXCERPT)

BY SUZANNE PALMER

[trigger warning: suicide]

“Ray!”

Lena stuck her head through the open door of his office. She was wearing her neon green parka, the cowl pulled tight around the oval of her face. Her cheeks were turning a bright, angry red, and he could almost feel cold still radiating off her; she must have come straight here from outside. “Something’s coming up!” she said. He paused his tablet, midway through yet another grant form, and frowned at her. He hadn’t even gotten to requisitions, security logs, or his post-lunch pot of coffee yet, much less felt ready for guessing games. “What’s come up?” he asked.

“No, coming up,” she said. She stepped in and dumped his weather gear on the extra chair in one corner of the small room. “I couldn’t find your boots.”

“What are you talking about?” he asked. It was a balmy -10C out, not counting wind chill, and as much as she seemed immune to the weather he had no intention of leaving the station for anything short of an emergency until it was at least single-digits positive.

“A walker,” she said.

“What? It’s too early for them to be moving south. Where is it going?”

“It’s about three kilometers out, and heading right toward Jettyrock.”

“Shit,” Ray said, barely managing to keep his coffee from hitting the floor as he scrambled out of his chair and around his desk to grab his gear.

Lena raised an eyebrow. “Why are you wearing your boots indoors?” she asked.

“In the six standard years one hundred forty-eight and a half days since I was assigned this post, my toes haven’t been warm even once,” he said. “It’s the only thing I envy the damned Yetis.”

He took the boots off long enough to pull on his thick, heated snowpants. Lena helped him get his coat on, then he followed her, feeling ten kilos heavier, into the hall and down toward Icebreak Station’s nearest surface door.

Lena had been on Erax ten years longer than him, and she'd probably be here another ten after he was gone. She should've been made the surface administrator instead of some middle-aged button-pusher whose career had permanently stalled one promotion (he liked to think) short of incompetence, but she'd flatly refused. She'd said she didn't want to have to get along with people, which made her ideally suited to be his security chief, not to mention a friend.

"Who spotted it?" he asked.

"Kenna," she answered. "They're out doing soundings on the ice sheet and she picked it up."

Kenna was one of their small crew of xenobiologists, trying to catalog what tiny percentage of Eraxian life was within their reach. "Good," he said. "She's discreet."

"That's why I didn't call you over the station comms: too many eavesdroppers," she said.

"But..."

"But?"

"Hudson was working tech on her detail."

Well, shit, he thought. "So half the southern pole is heading out onto the damned ice already?"

"Anyone that's awake and sober and can find their pants, yeah," she said. "We still have a head start on most of them, if you can get your ass moving."

"Get Firo and Firn and meet me at the rock. Put word out on the comms for everyone to stay the hell back or I'll set the dogs on them."

"Delighted to," Lena said, and took off at a run. He stepped through the inner door, grabbed goggles off the rack, then braced himself before opening the outer door and stepping out into the wind. Tiny, high-velocity particles of ice stung at him, like bees of an angry winter god. This, as he reminded himself every morning in the mirror, is why he kept his beard.

He crunched along the packed snow path to the charging shed where he undocked a skiff and headed due north toward the edge of the ice sheet. It had only just begun its spring recession, and if it were any later he'd have had to worry about cracks and crevasses where the edge was starting to calve, but for now all the scans showed it solid up to where the hulking outcropping they'd named Jettyrock jutted out into the bright blue water. At the height of summer, when the land briefly emerged from its smothering white cover, the rock stood freestanding off the shore, breaking the waves into a deafening spray. Right

now, it barely touched the ocean. There had been winters where it had entirely vanished beneath the ice, to emerge again from the churning summer melt unscathed.

If there were ships, it would have been the perfect place for a lighthouse, but both the surface and the depths of the planet-circling sea was strictly off-limits by treaty with the alien Oceanics. They don't talk to us, we don't talk to them, he'd been told by the local SystemOps Liaison and at least a half-dozen others while they were transporting him down on a drop ship for the very first time. They stay out of our way, and we stay way the hell out of theirs. The ocean is theirs and theirs alone. You need to cross? You take a fucking plane or an orbital hop. You wanna dip your toes in? Too bad. Just stick to the agreement, and everything will go smooth as ice.

Ray blamed the cold for freezing what little curiosity he might once have had about the Oceanics right out of him. As it was, the three- to five-hundred humans on the planet's surface that he was responsible for made enough trouble on their own.

He was halfway to the waterline when Lena came up behind him; two gigantic gen-engineered balls of white fur were racing alongside her, leaving low contrails of kicked-up powder behind them as they easily kept pace with her skiff. There were a few other vehicles out, most behind them, a few ahead, but as everyone noticed the icedogs they fell back and let Ray and Lena go on alone. No one wanted to mess with a dog the size of a small bear and with the speed of a horse, especially when its circle of respect toward humans was very, very small.

He slowed as his skiff bumped over cracks and jumbled ice blocks, until it finally gave way up onto smooth stone. Lena pulled up and stopped behind him, and the dogs settled into the snow beside her, chests heaving and tongues hanging out, looking pleased with themselves. "Now what?" she asked.

"We should call SystemOps for instructions," a voice broke in on the channel. It was one of the many burdens of this place -- because there were so few other mechanisms of oversight available to the surveillance-happy EarthGov, and no one, not even Ray, was trusted in their eyes -- that their only comm system was public access.

It didn't make him feel charitable with information toward them, in return. Which, he knew, was probably the attitude that got him stuck here to start with.

"I'm the Surface Admin," Ray said. "When one of them leaves the surface for orbit, sure, I'll call 'em. Until then, this is my responsibility."

"But, we're not supposed to initiate contact--"

"I'm not initiating a damned thing," Ray growled. "But I'm not going to run away and hide if they've suddenly decided they want to talk to us. Until we know how the hell this is going to go, everybody should stay off the comms unless you've got an emergency. That especially means you, Hudson."

The dome-shaped head of the walker was cresting out of the water, mottled blue and purple with a living fuzz of tiny, thread-like ocean creatures Kenna's team had dubbed aquamoss. Two bright lights were mounted on the front, the intensity enough to make him throw a gloved hand up to shield his eyes. Whether coincidence, or because it noticed the gesture, the lights dimmed to a bearable glow.

He'd seen plenty of walkers before, but never up close. They came out onto the southern lands, outside the areas allotted to humans, when the ice melted enough to reveal the planet's meager tundra. Sometimes traveling solo, sometimes in groups of up to a dozen, the walkers were a little over fifteen meters tall and vaguely humanoid in shape with spindly arms and legs and a thick oval torso, like leftover invader robots from some old Earth comic wandering a frozen wasteland. Scans suggested they were made of a composite ceramic polymer. Three wide fins were evenly spaced along their back, some sort of propulsion units mounted at their base, but beyond that basic configuration none looked quite the same as any other, and the more detail-oriented walker-watchers kept notes trying to track their appearances individually.

In addition to the aquamoss, greenish-blue star-shapes of various sizes dotted the robots' larger surfaces, usually in clusters, with the occasional lone red that had been Kenna's never-ending topic of excited conversation when she spotted her first one late the previous fall.

Typically the walkers moved upright, but a few would move horizontally with all four limbs on the ground. The admin before him had been a previously undiagnosed arachnophobe, and despite the number of legs being categorically wrong, eventually had to be transferred out on an emergency medical pass.

Aside from wild imaginations run amok, it was a peaceful, carefully separated co-existence.

Except a walker had just decided otherwise.

Ray let out a deep breath and watched the brief puff of warm air dissipate into the cold around his face. "What do you think?" he asked Lena.

"I think it's bad news," she answered. "But it also probably won't be boring, so that's something."

"Anything like this ever happen before?"

"Not that I know of. At least not while I've been here. I mean, someone must've talked to them, somewhere along the line, because we have the treaty and all the damned rules about surveillance and surface traffic, but it must've been a long time ago."

"You think I should have called SystemOps?"

"Naw. Fuck them," she said. "Here it comes."

The walker was rising out of the water as it climbed, until it stood on dry stone above the reach of the breakers. In its arms it carried a pod-shaped container. It set this down on the rock in front of it, and stood there unmoving, waiting. The icedogs crouched, growling low, but didn't either rush or give ground. "Good dogs. Now stay," he said, and patted each of them on the head in turn.

"If it steps on me, or crams me into a giant toothy maw, you're in charge," he told Lena.

"What if I refuse?"

"Then give the job to anyone except Hudson," Ray said, and squaring his shoulders he went out to meet the walker.

He wished he'd paid more attention to various first-contact news items and docos, over the years. Should've at least left me a damned manual, he thought, but when had he even looked at whatever they'd left him that wasn't immediate survival material?

When he was about a third of the way, the walker crouched lower on its legs. If that was preparatory to a leap or some other hostile action, Ray figured he already didn't stand a chance -- even if he dodged, the frigid waters would only buy him a very slightly less quick end -- but he appreciated that it no longer towered quite so high over him.

He stopped about six meters from the walker. Slowly, it flexed one arm, and set a fist-sized sphere down atop the pod. There was a blue optical iris on the front of the sphere that blinked on, and the sphere uncurled six small legs of its own. Okay, Ray thought, I'm starting to see the validity of the spider thing now.



"You are Ray Landham in self, the Surface Administrator?" the sphere asked, almost as much statement as question, the strangely accented and lilting words still perfectly understandable anglero. Not the Greetings, Human! he'd expected at all, and that was as far as his expectations had gotten.

Ray cleared his throat against the cold, his lips dry. "I am," he answered.

"We are Ajr en Logo," the remote said. "There is a matter we must discuss. It is a breach of many protocols between our peoples that we are here, and while we have undertaken this action by our own choice, you have not so consented. Do you wish us to leave now?"

"What's in the pod?" Ray asked.

"The matter that brought us to you," the spider answered.

Well, Ray thought, I'm in charge, so to hell anyone who doesn't like my choices. "Then I suppose we should discuss it," he said.

Behind the remote, the walker stood up and stepped backwards with a fluid, almost noiseless grace, moving down and away until it disappeared again beneath the roiling waves.

"We will require privacy," the remote said, when the walker was gone. "And you will need to summon your physician, or someone who has a knowledgeable practice with your dead."

Ray glanced at the pod, which was, now that he thought about it, very much coffin-sized, and barely kept himself from taking a step back. Instead, he tapped his comms, knowing everyone within the hemisphere was listening. "Lena, can you go get a skitter with a lift arm?"

"Everything okay?" she asked.

"No, probably not," Ray answered, his eyes on the robot spider, as it single-eyed him back.

#

There wasn't an official morgue on-planet, but after a rash of closely-spaced suicides-by-weather several winters previously, Dr. Noyes had insisted on a small one being set up; Ray had requisitioned a small food storage shed and had it dropped just behind Icebreak Station. Originally designed to keep perishable food frozen through the summer, it had worked well for keeping their occasional corpse on ice until either someone claimed

them and paid the transport fee or, far more often, they got permission to incinerate the remains and forget they ever existed.

Lena had the pod moved there, and two of the more reliably untalkative station maintenance workers, Pine and Fairbanks, helped her and Ray wrestle it through the door. For its size, it wasn't too heavy. Heavy enough for a body, though.

It took less than an hour, which was more than enough time for rumors to fly through the admin station and nearby Snowtown. Ray's favorite was that the Oceanics had gifted him a pod filled with gold and diamonds as part of some nefarious smuggling scheme that was being embellished with further imaginative details by the minute, and none of which seemed to take into account how much more cleverness and motivation it would require than he had ever in his life demonstrated. His least favorite was the rumor that the pod contained a body, because of course it did.

Dr. Noyes was already at the morgue, breathing in his hands to warm them up. His hair was disheveled, and his thick lab coat was on inside-out. "What do we got?" he asked.

The remote, which had ridden the pod quietly in, stood up on its multiple legs and turned its eye to him. Dr. Noyes jumped backwards, crashing into the cart of instruments behind him. "Holy fucking hell!" he shouted.

"We've got a body we need you to examine," Ray said, reaching out to steady him, and catching the faint, stale odor of alcohol on the man's breath.

"Three bodies," the remote corrected.

"...Three?" Ray asked.

"Two are very small."

"Children?!" Noyes exclaimed.

"I apologize," the remote said. "I do not mean children. I mean incomplete bodies, only small portions thereof."

"Uh..." Noyes said, pointing at the remote. "What is that, and why is it talking?"

Lena crossed her arms across her chest and leaned back against a wall. "We woke you up, didn't we?"

"Yes," he said. "You know I get a lot of late-night calls. I came right over when you summoned me. Now someone please tell me what the fuck is that thing? Something new sent down from orbit to torment us?"



"This is Azure um, ah, Logi..." Ray said.

"I am a remote unit of Ajr en Logo," the remote said. "We dwell in the ocean."

"No shit?" Noyes perked up. "I thought we weren't allowed to talk to you. Who's in trouble, you or us?"

"The only people in trouble at the moment are the bodies in the pod," Ray said. "As far as I know we're not missing anybody."

"No reports of missing workers from any of the mining camps, or unsolved disappearances from the permanent settlements here in the south for at least eight years," Lena said. "Have to double-check with the north, but they haven't reported anyone gone on a one-way hike either. Wrong season up there."

"A one-way hike?" the remote asked.

"We get people who walk off into the snow to suicide, particularly during the sunless weeks at mid-winter, but eventually we find their bodies when the ice thaws," Ray explained. "I suppose that must seem odd."

"Darkness is also a problem for some of our people," the remote answered. "It is a constant oppression year round in the depths, and affects some more than others. We adapt as best we can, but we did not evolve for the darkness."

Noyes blinked. "But you're robots," he said.

"This is a remote extension to facilitate this conversation," the remote explained. "We are both a biological and artificial people. My bio self is Ajr, and my constructed self is Logo. We are together Ajr en Logo. We remain not far from this location, below the water surface so that we are not conspicuously present."

"Huh," Ray said.

"Some kind of techno-symbiote life? Did we know this?" Dr. Noyes asked.

"I figured they had to be biological, anyway. Who else would build the robots to start with? But can we focus here, folks? Bodies, remember?" Lena looked to the remote. "What can you tell us, before we open it?"

"The bodies are individually sealed in sterile vacuum bags, and have been kept at well below freezing for the sake of what preservation was possible. The first two spent some time in the water before we discovered them. We assumed the cause of death to be drowning, and for obvious reasons -- and the extremely degraded condition of the bodies

-- we looked no further. We estimate they had been in the water for ten to fifteen days each," the remote said. "The first was found about four of your standard months ago, the second two. The third was only in the water for a day when we found it, and this was two days ago. It has changed our perception of the nature of the deaths."

"How so?"

"You should observe for yourselves," the remote said.

"Now that's the first thing that's made sense," Noyes said. He pulled some nitrile gloves off the cart behind him, and snapped them on as he looked back and forth between Ray and Lena. "Anyone want out before I crack the pod open?"

"Uh, yeah, me," Ray said. "Lena, you staying?"

"Yep," she said. "Could be interesting."

"Take this thing with you," Noyes said, and pointed at the remote.

"I may be of use in answering questions," the remote said.

"No. You creep me the fuck out, so you go," he said. "If I have questions, I'll ask when I'm done."

"I'd rather this situation stay off the comms," Ray said. "Call me when you're done and we'll talk details face to face."

"Okay," Noyes said. He glanced toward Lena. "I don't suppose someone could bring me some coffee?"

Lena snorted and didn't budge from where she was.

"...Okay then, fine," Noyes said. He grabbed a scalpel from the cart behind him and brandished it in one fist. "Things you can't unsee in five, four, three--"

FAN GUEST OF HONOR



KAT TANAKA OKOPNIK

Kat Tanaka Okopnik is, at heart, a critic of “traditional” SFF/genre spaces and an architect and curator of better ones. She’s incredibly skilled at guiding people into having “the difficult conversations”—conversations about power and privilege, self and other, frame of reference and frame of mind—that allow for actual shifts in understanding. She’ll push you to uncomfortable places and then help you needle out why they’re uncomfortable.

I first began talking to Kat on Livejournal and AIM, when I was in college in the early 00’s. I avidly followed everything she said during RaceFail 2009 and all that she’s said and keeps saying on #EtiquetteForSocialJustice. Kat is one of the people who pulled me into being an SF activist and Social Justice Bard, and I know she’s pulled in many others as well. She’s built and curated spaces for marginalized voices to be centered, an area of breathing room. She’s encouraged us to make our own voices heard in SFF, to stand up and say that we have a place here, that we deserve a spot at the table. She’s always been there to lend an ear and an eye to me as a QPOC author struggling to write my own-voice work in an environment that has sometimes seemed unwelcoming—to act as a sounding board for ideas and to help me network with like-minded QPOC creatives.

When I spoke to her recently, she said, “I have a stack of unread from friends who’ve gone through the door that I’ve been trying to pry open for decades . . . I look out and see the world within SFF looking like the world I’ve been trying to create in my own space online and off.”

Kat Tanaka Okopnik is one of the voices in fandom who spoke up and let me know that I, and others like me, could likewise speak up and demand better from the things we love.

— Monique Poirier

Hello, Arisia —

“Ironic” is an overused word, but I have no other term for the experience of being Fan Guest of Honor at the end of a year where I could not bear to engage with any new science fiction or fantasy.

I’ve written thousands of words sharing how SFF has been my emotional life raft through many hard years, and how fandom has been my family-at-large. It’s still true that my nearest and dearest tend to be drawn from the wide and deep pool of SFF — fans and pros in a community where those lines are blurry, and we like it that way.

I thought I was going to spend 2020 finding time to finish all my half-written stories, having figured out the tricky bits and having learned from early drafts and readings. I stopped because a global pandemic made all my worldbuilding suddenly as anachronistic as Venusians in Golden Age short stories. I made serious steps toward pivoting into a new food-focused venture, Recipes for Kindness. (Early drafts of my bio for Arisia spoke of it as a completed thing, because things were moving along swiftly and—I thought—surely.) Tabled as buried under the avalanche of Urgent Time Sucks of Solo Adulting With Dependent Children. Oops.

I knew I was going to spend a huge portion of 2020 focused on writing about social justice.

It turns out that’s nearly all I did. In a US election year, while isolated in a global pandemic, it felt even more urgent. Looking back, I started to have a workaholic relationship to hammering out words on my keyboard. It’s a first generation Qwerkywriter, a gift from a friend. I’ve put it through a lot, after putting a RESIST FASCISM sticker on it. It’s fallen on a lot of floors, and the key caps have started flying off, gone to who knows where, but it still gives me that sensation of being some 1930s journo in some European nation fighting off fascism.

And meanwhile,

- It hurt too much to look at dystopian SFF while living in one.
- It hurt too much to look at allegedly utopian SFF where people like me were still erased.

- It hurt too much to see reboots that just retread old ground.
- It hurt too much to see old favorites and remember what the world was like the last time I read or watched or listened.

I've never been a big fan of horror, although I understand why many of my friends are, and I've been watching POC horror creators carving out space for their work and I've been applauding with delight.

But in all those months, instead of consuming SFF media, I spent time talking to fans and pros, about all this. About what we wanted to see. About what we didn't want to see. About convention policy that needed changing. About how to run a virtual convention well. Whether to run conventions and how. I participated as one of three panelists talking about race and disability and gender safer spaces at WisCONline. I watched CoNZealand as streaming panels and had the moments of delight and despair that I expected, and also learned how much I miss the encounters that happen in the hallways and gathering places. I spent months excited by FIYAHcon only to not have the energy to attend while it was actually happening. I jumped into early discussions at Concellation. I kept talking on the JOF (cross fandom conrunners) group on Facebook.

I might not have been "being a fan" of science fiction and fantasy, but I was very much being an active participant in Fandom.

Which leads me back to what I wished for and could not find last year, and what I really want to see going forward —

- I want utopias that are actually full of the joyous diversity that's part of the present world I've managed to create around me, online and off.
- I want cozy stories about those worlds that normalize the queer, indigenous, progressive, collectivist world views rather than the old sort of square-jawed blond male explorer narratives or the cis feminist reactions to them.
- I want stories about how we get from the Bell Riots years to something else, that don't simply result in Wagon Train to the Stars. (I love Star Trek but I can fill hours with critique...)

- I want stories that are going to be our roadmap out of where we are now, because the part of SFF I love right now is seeing the PADDs on ST:TNG and knowing that my tablet is smaller and more powerful. That we have routine video calls, and many-to-many media—so many people creating hours of viewing on YouTube and TikTok—changing the way we tell ourselves stories. We dreamed of things that seemed like far futures, but they're now. I want the high speed trains. I want the ecological repair that we can do with the tools we have now.
- I want my children to have the continuing freedom of learning outside the system that was designed to make good factory workers.
- I want the future that the melding of technology and old wisdom makes possible. The one where a distributed global network of communication means that people can be awake or asleep at all sorts of hours of the day and still work or play.
- I want the future of joy and ease that is possible. And not the scary, huddled place of “artificial scarcity of safety” that we've accepted.

We don't need superheroes. We just need to stop stifling our dreams as Too Much.

People have gotten to the Moon again.

I want to see Boston again, to race through the hotel from panel to panel, to meet new friends, to have yet another feast at Taiwan Cafe, to eat strange new combinations on toast. I miss you all. I'm glad you're here with me online.

Let's go have fun, and hope for next year.

— Kat (KTO)

Kat Tanaka Okopnik

@KTOkopnik nearly everywhere



HANNIBAL

ARTIST GUEST OF HONOR



HANNIBAL KING

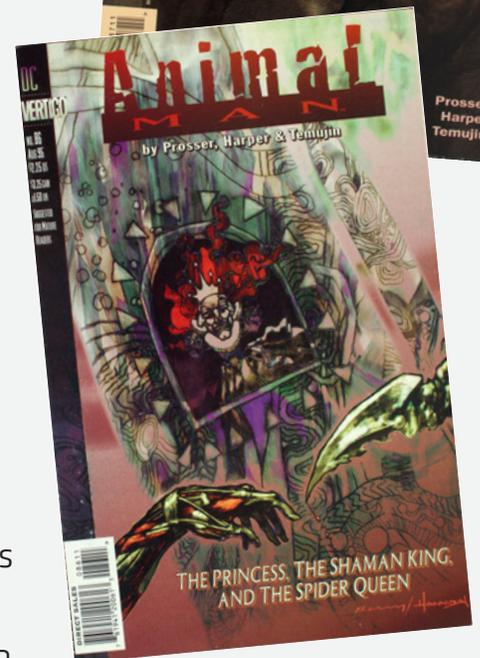
Hannibal King is a force, so his name seems somewhat prescient. Always good natured and gregarious, he leads

with a smile, and follows up with his infectious laugh. He leads the economically challenging life of a comics artist, constantly battling with making ends meet, while raising

his pride and joy, Ulysses--to whom he passed on the weight of history via his name, perhaps along with the hope that he would have many grand adventures in his own life. I

met Hannibal many years ago, at Boston's South Station, prior to boarding a train to New York City for the

Fred Greenberg New York Comic Con. We became fast friends. I've admired Hannibal's drawing and painting skills since that time, and have had the opportunity to collaborate with him over the years. He diversified into Collectible Card Game





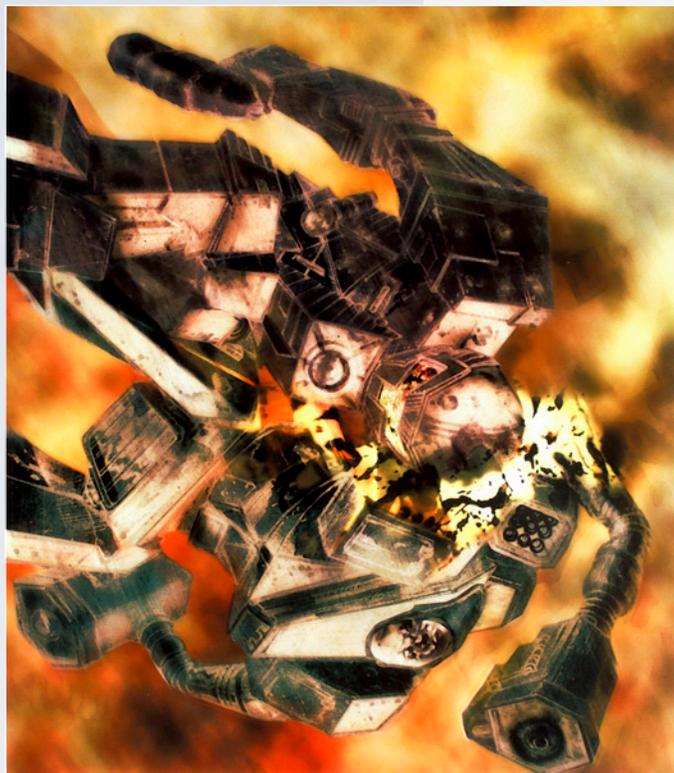


art at about the time I began making illustrations, and we did several collaborations for the Battletech game for Wizards of the Coast / FASA. Since that time, I always make a point to reconnect with him at comic cons and local sci-fi conventions.

Hannibal's fluid style is a joy to behold, whether used in his own ambitious storytelling, or as a hired gun for well known intellectual properties. He slings pencil, ink, and paint in a flurry that somehow comes together in a pleasing coalescence. I am lucky enough to have several of Hannibal's artworks in my personal collection. I'm

a fan. If you don't yet know him and his work, I'm sure you will be too.

– Dave Seeley





PROGRAM PARTICIPANTS

Daniel R. Abraham, Esquire Consort, plays games (for fun), cooks (for meditation), makes candy (for presents), makes masks (on occasion), and otherwise enjoys his existence as a father of a geek child, husband to the finest gamemaster he knows, and plays a little poker on the side. He's run the Tabletop Gaming room with Vivian Abraham in the mid-90s, again in the mid 2010's, and has moved on to help the con extract knowledge from peoples' heads and put it in online for the education of all.

Elijah Abraham has been to every Arisia since he was born. When he is not playing Among Us, he likes to play Splatoon, Smash Bros, and Minecraft.

Vivian Abraham (any pronouns are fine) is a game designer, professional editor, attorney, and community organizer. They will be the convention chair for Arisia 2022.

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

E. C. Ambrose wrote the Dark Apostle series of historical fantasy novels about medieval surgery. As Elaine Isaak, she wrote The Singer's Legacy series, and as E. Chris Ambrose, she writes the Bone Guard international thrillers. In her research, she learned to hunt with a falcon, clear a building of intruders, pull traction, and steer a pirate ship. The author is a graduate of and instructor for the Odyssey Writing workshop. She leads adventure camp and makes wearable art clothing.

Mark L. Amidon first read Isaac Asimov's Nightfall in 1971 and has been heavily involved in science fiction ever since. He has been attending Arisia since 1991, and with his wife

since 1992. He lives in the future, right now, and for a living tells computers what to do and how to do it. His cats remain aloof.

Bekah Maren Anderson is a fantasy writer in training, disability activist, and seminarian. By day she works to make the church more accessible; by night she writes to make speculative fiction more crip. She has published pieces about disability, queerness, and religion with the Wild Goose Festival and the New Sacred blog. Her fantasy writing, as yet unpublished, tends to be character driven and sad. She blogs irregularly at **bekahmaren.blogspot.com**. Follow her on Twitter @BekahMaren.

Robert R. Angell (he/him) is a queer writer whose short fiction has been published in Asimov's Science Fiction, Interzone, Gargoyle, and The Baltimore Review among others, and anthologies such as: Best Date Ever: True Stories That Celebrate Gay Relationships; and Compelling Science Fiction: The First Collection. His LGBTQ YA VR AI science fiction romantic thriller, Best Game Ever: A Virtuella Novel, published in May 2019. Free stories and interviews can be found at **rrangell.com**

Inanna Arthen (Vyrdolak) is a freelance book designer, voice actor and author of The Vampires of New England Series: Mortal Touch (2007), The Longer the Fall (2010), All the Shadows of the Rainbow (2013) and Human Services (2021). Inanna runs By Light Unseen Media and is a member of New England Horror Writers, Broad Universe, IPNE and IBPA. Their short story "The Fishman and His Wife" appears in Twice Upon an Apocalypse (Crystal Lake, 2017). Find out more at **inannaarthen.com**.

Lisa A. Ashton is a SF/Fantasy/Historical costumer living in Harpers Ferry, WV. Arisia 2017 she was part of the BIS “3-fold Goddess”, 2019 saw her win BIC for the “1825 Fur Trapper of the American West” at CC37 and BIS at Balticon for “Mystic Legacy”. She is the founder of Miss Lizzy’s Traveling Historical Fashion Show, a non-profit interest group of the ICG, to preserve and study antique photos and tintypes as well as authentic Victorian garments and artifacts of domestic life.

Julia Austein—Artist, teacher and Co-director of the Arisia Artshow. Also a long-time Arisia attendee.

Michael C. Bailey is a professional writer from Worcester, Massachusetts who kind of hates writing bios. After 15 years in journalism, Michael left to focus on his creative writing career. He is the author of two ongoing series, “Action Figures” and “The Adventures of Strongarm & Lightfoot,” and the urban fantasy trilogy “Well-Behaved Women.” In his spare time Michael is a regular performer and stage combat director with the Connecticut Renaissance Faire.

Born in poverty, raised in mythology **Marzell Barker** is always curious about what people think. Having a M.A. in counseling psychology with 8 years in the field of mental health, most of it in crisis. They have many interest that stem from mythology, intersectionality, culture, food, music, clothing, kink, and animals (keeping some of these interest separate for basic decency of course).

E. J. Barnes is a cartoonist and comics writer, illustrator, and editor, having been published in newspapers, magazines, and anthologies. She exhibits at independent comic-book conventions, and her comic books, self-published under Drowned Town Press (**drownedtownpress.com**) are sold across the country.

Reuben Baron writes articles on pop culture for Comic Book Resources, with a particular interest in film and animation. They’ve recently launched a webcomic about growing up in anime fandom, Con Job: Revenge of the SamuraiAlchemist (<https://tapas.io/series/Con-Job>), and have written multiple screenplays. This is Reuben’s seventh year on panels at Arisia; they are also a regular panelist at Anime Boston.

Logan Jacob Maxwell Tyler Brodie Biscornet—I have been involved with conventions since 2013 which feels like a lifetime ago. I helped run several brony conventions (Including BronyCon) and started a western animation convention called DrawnCon that ran for three years and inspired others to pick up the torch. My interests include professional wrestling, horror movies, and the paranormal. I am involved this year to give back and present interesting panels to help pass a few hours of this endless quarantine. Let’s party in 22!

Ron T. Blechner

Charlie Boatner has written for DC and Vertigo, Marvel, Archie, and other publishers. His favorite projects were a Batman/Metal Men teamup, a T.H.U.N.D.E.R. Agents reboot, and the graphic novel The Hiding Place with artist Steve Parkhouse. He answered children’s letters to DC’s kids’ books as “Johnny DC.” He draws the webstrip **www.BureauofBeasties.com**.

James Bredt was one of two technical founders of Z Corporation making 3D printers from 1995 through 2012. He is one of the developers of the first full-color commercial 3D printer. He holds over 20 issued patents in 3DP technology. His present company, Viridis3D sells industrial 3D printers to the foundry industry. He also occasionally teaches materials science at MIT, and is writing a graphic novel. For the past 25 years, he has appeared as a human spotlight at the Ig Nobel Awards Ceremony.

Robin Brenner (she/her) is Teen Librarian at the Public Library of Brookline. She writes articles, nonfiction guides, and fandom coverage for professional journals. She has served on awards committees from the Michael L. Printz Award to the Will Eisner Comic Industry Awards. She is editor-in-chief of No Flying No Tights. She loves speculative stories in every format from comics to podcasts to television shows.

Kate Brick: edits books, makes costumes, herds chickens. Plays well with others. Mostly.

Laurence Raphael Brothers is a writer and a technologist with a background in AI R&D. As a SF writer, he has published over twenty-five short stories in such magazines as Nature, the New Haven Review, PodCastle, and Galaxy's Edge. Follow him on twitter at @lbrothers. His urban fantasy novella "The Demons of Wall Street" was recently released, and its sequel "The Demons of the Square Mile" will be published early in 2021.

Terri Bruce is the author of the paranormal/contemporary fantasy "Afterlife" series and numerous short stories in various anthologies and magazines. Like Anne Shirley, she prefers to make people cry rather than laugh, but is happy if she can do either. She produces hard-to-classify fantasy and science fiction stories that explore the supernatural side of everyday things from beautiful Downeast ME, where she lives with her husband and several cats. Visit her on the web at www.terribruce.net.

Rachel A. Brune (she/her) is the founder and editor at Crone Girls Press, a horror micropress dedicated to publishing the dark side of speculative fiction. She is a speculative fiction author and writing coach, and publishes a semi-regular blog on her website, Infamous Scribbler.

Jacqueline Bryk

Nat Budin is a singer/songwriter/larper/programmer. He has written and run over a dozen larps, has served as con chair of Intercons I and P as well as the first three Festival of the LARPs conventions at Brandeis University, and writes open source software in the Ruby on Rails community.

The Viceroy Bunnificent VonZafting or Bunni (she / they) is Arisa'21 Incident Response Team (IRT) Co-Division Head who mostly identifies as "a great big geek" and "Philosophy nerd". They are currently a first year law student (Legal Technology & Innovation) with a background in academic Philosophy (Comparative Feminisms, Pragmatism) and Political Science (Post-Colonial Political Theory). She mostly does stuff, but also does things; and sometimes tweets @BigPersnick

Michael A. Burstein, winner of the 1997 Astounding Award for Best New Writer, has earned ten Hugo nominations and four Nebula nominations for his short fiction, collected in I Remember the Future. He 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. He develops science curriculum when not writing. He has two degrees in Physics and attended the Clarion Workshop. See <http://www.mabfan.com>.

Nomi S. Burstein is a technical writer, freelance editor, and fiction writer. Her debut novel, Flying Without a Net, was published in November 2016 under the name EM Ben Shaul. When she is not involved in professional word-nerdity, Nomi knits, sews, and performs amateur word-nerdity. She lives in Brookline, MA, with her husband, Michael A. Burstein, and their twin daughters.

Kevin Cafferty (he/him) is a documentary filmmaker and podcaster. His film “It’s a Bash!” (which is about punk rock) was given four stars by The Providence Journal, aired on New England PBS affiliates, and is currently available to stream on YouTube. His podcast, “Gleaming the Tube”, is about skateboarding and movies. He has been nominated for four Emmy awards, can be followed on Twitter at @kcafferty, and was named “Person of the Year” by Time Magazine in 2006.

Greg Caires

James L. Cambias’s first novel, *A Darkling Sea*, was published in 2014, followed by *Corsair* in 2015, *Arkad’s World* in 2019, and *The Initiate* in 2020. His new novel *The Godel Operation* will appear in May 2021. His short stories have appeared in *F&SF*, *Shimmer*, *Nature*, and several anthologies. Mr. Cambias has also written for Steve Jackson Games, Hero Games, and other game companies, and is a partner in Zygote Games. He blogs at www.jamescambias.com.

Rob Cameron’s essay “The Case for Black American Self-Defense” was recently published in *Foreign Policy Magazine*. He has essays in **Tor.com** and the *New Modality*, and short fiction in Mike Allen’s *Clockwork Phoenix 5* among other places. He’s currently writing for the video game *Severed Sky*. Rob is also lead organizer for the Brooklyn Speculative Fiction Writers, a guest host and curator for the New York Review of Science Fiction Reading Series, and managing editor of Kaleidocast.nyc.

Mel Carubia—(She/They) Actor, singer, composer, gamer in the Boston area. Musical works include award-winning *T: An MBTA Musical*, *Beneath the Skin* (about mental illness), and a show based on *Monsterhearts* characters. Performance credits include *Ragtime*, *Fun Home* and *Evita* with The Company Theatre, podcast jingles, *Urban Improv* and *ImprovBoston*. She enjoys rocking out on keytar

with her band *Minusworld* and playing your boyfriend in RPGs. By day, she’s Director of Education for The Company Theatre.

Jeffrey A. Carver is the author of *The Chaos Chronicles*, including his recently published two-part novel, *The Reefs of Time and Crucible of Time*. He is also the author of the popular *Star Rigger* series, and the official *Battlestar Galactica* miniseries novelization. While his work lands somewhere between hard SF and space opera, his greatest love remains character, story, and a healthy sense of wonder. His *Eternity’s End* was a finalist for the Nebula Award.

Jeanne Cavelos is an award-winning editor, bestselling writer, and director of the *Odyssey Writing Workshops Charitable Trust*. Jeanne was a senior editor at Bantam Doubleday Dell, where she ran the SF/F and horror programs and won the World Fantasy Award. Jeanne has had seven books published by major publishers, two nominated for the Bram Stoker Award. She is director of *Odyssey* (www.odysseyworkshop.org), a 501(c)(3) nonprofit dedicated to helping writers of F/SF/H improve their work.

Emma Caywood is a Children’s and Youth Librarian in Wellesley, where she recommends books, entertains babies, hosts ukulele jam sessions, and turns picture books into plays. She has previously worked as a drama teacher, storyteller, actress, environmental science teacher, playwright, literary manager for screenwriters, grammar teacher, mask maker, and once did a one day stint as the receptionist at the Jazzercise Corporate Headquarters. Geeky Songwriter. Married to Andy Hicks.

Aurora Celeste



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

Dr. Benjamin Chicka is a Lecturer in Philosophy and Religious Studies at Curry College. His academic work focuses on the relationship between religion and popular culture, American pragmatism, and religious pluralism. Benjamin has published scholarly work on astronomy, neuroscience, philosophy, and theology. He often speaks at PAX East and other gaming conventions about diversity issues, and has a book about video games, philosophy, theology, and ethics coming out in 2021 through Baylor University Press.

Arthur Chu rose to fame as a viral “villain” of Jeopardy! in 2014. He became a trusted commentator on Asian-American issues and progressive politics within the geek community. He has been published in Salon, the Daily Beast and Slate and is frequently seen on Twitter under @arthur_affect.

Sara Codair is the author two published novels and over fifty short stories and poems, which are packed with action, adventure, magic, and the bizarre. They partially owe their success to their faithful feline writing partner, Goose the Meowditor-In-Chief, who likes to “edit” their work by deleting entire pages. Find Sara online at <https://saracodair.com/> or @shatteredsmooth.

LJ Cohen is a novelist, poet, potter, Whovian, and relentless optimist. After almost twenty-five years as a physical therapist, LJ now uses her clinical skills to injure characters in her Science Fiction and Fantasy novels. *A STAR IN THE VOID* (Halcyone Space book 5), her 8th novel, was published in 2018. She splits her time between

the Boston area and StarField Farm in Central Massachusetts. <http://www.ljcohen.net>

Hannah Prum (aka Kirkette Cosplay) is a cosplayer and part-time human being based out of Boston Massachusetts. She enjoys reading frankly ludicrous amounts of fanfiction and falling asleep every night in a pile of dogs. She thinks *Batman Forever* is the best Batman movie of all time and she WILL fight you about it.

Deirdre Crimmins is a Chicago-based film and literature critic. Primarily focused on horror film, she also has a place in her heart for science fiction and fantasy. You can find her writing at Rue Morgue Magazine, C-Ville Weekly, and That Shelf.

Morgan Crooks grew up in the Finger Lakes Region of NY, a beautiful part of the country carved into being by ancient glaciers. He now lives outside of Boston, and is obsessed with wasps, cosmic horror, and ziggurats. His works have appeared in *Electric Spec*, *Daily Science Fiction*, and *Theme of Absence*. Find him online @raponikoff on Twitter and on ancientlogic.blogspot.com.

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.

M. Dalto is a bestselling New Adult author of adventurous romantic fantasy stories. Her debut novel, *Two Thousand Years*, was a 2016 Watty Award winner and she has since been invited into the Wattpad Stars program. She was recruited to participate in the Wattpad Paid Stories program in March 2019 and has since published two sequel novels and three companion novellas. When she's not typing furiously at her computer, she enjoys reading fantasy novels, playing video games, and drinking coffee.

Gillian Daniels lives, writes, and creates art in Somerville, MA. After attending the 2011 Clarion Writing Workshop, she has published work in *Apex Magazine*, *Beneath Ceaseless Skies*, *Fireside Fiction*, *The Dark*, *Strange Horizons*, *Nightmare Magazine*, and other venues, as well as content for indie gaming company Voidspiral Entertainment. She's also a local theater critic with *The New England Theatre Geek* blog. She blogs and sometimes posts drawings and cartoons at www.gilliandaniels.com.

Scott Marchand Davis

Brooklyn-based author **Randee Dawn** recently edited the spec-fic Beatles-themed anthology "Across the Universe" and is an author whose stories have appeared in multiple anthologies, online publications and podcasts, including "Dim Shores." She has a slim volume of short stories, "Home for the Holidays" and is the co-author of "The Law & Order: SVU Unofficial Companion." For her day job, she glams it up for *Variety*, the *LA Times* and *Today.com*. More: RandeeDawn.com / @RandeeDawn [Twitter]

Julie C. Day's dark fantasy novella, *The Rampant*, was a 2020 Lambda Literary Award finalist. Her debut collection *Uncommon Miracles* came out in 2018. Julie's has published numerous stories in magazines such as *The Dark*, *Black Static*, *Podcastle* & the *Cincinnati Review*. She was Editor-in-Chief of the 2020

anthology *the Weird Dream Society*, whose mission is to raise money for RAICES. Julie lives in New England. You can find her @thisjulieday or on her blog stillwingingit.com.

Arike van de Water

Harrison Demchick is a developmental editor who has worked on more than seventy published novels and memoirs. He's the author of 2012 literary horror novel *The Listeners* and short stories "The Yesterday House" (*Aurealis*, 2020), "Tailgating" (*Tales to Terrify*, 2020), and "Magicland" (*Phantom Drift*, 2019). His first film, *Ape Canyon*, won Best Feature at the 2020 Adrian International Film Festival. He's currently accepting new clients at the *Writer's Ally* (<https://thewritersally.com/>).

By day, **Daniel P. Dern** (www.dern.com) is still an independent technology & business writer. His science fiction stories have appeared in *Analog*, *F&SF*, and elsewhere. He's currently writing more YA Jewish urban fantasy stories, including "...And They Built A Crooked Sukkah" and "For Two Zuzim Plain," along with his *Dern Grim Bedtime Tales*, and more/other sf. He's also an occasional amateur magician, and still reads comic books.

Jeff Diewald

Jordan Diewald

Ira Domnitz—I am a patent, copyright, and trademark attorney in Houston, Texas. I speak nationally at conventions on the topics of Doctor Who, Convention Conduct Law, Cosplay, and Gaming Law. I also speak for the University of Texas Continued Legal Education department on topics such as Copyright, Cosplay, Convention Law, and Gaming/Video gaming law. I conduct a biweekly national webinar with Prof. Justin Paul from UCLA on the topics of Creative Law, with a focus on music, comics, and other multimedia.

Shirley Dulcey—I've been to all the Arisias. Don't want to break that streak, even if it's a virtual convention! I describe myself as a geek of all trades; my knowledge tends more toward broad than deep. I'm a trans woman who transitioned late in life, after many Arisians already knew me.

Thom Dunn is a writer, musician, and utterly terrible dancer, whose work can be found everywhere from Asimov's to the New York Times to BoingBoing.net. He's also a playwright, solo Irish folk performer, and the singer/guitarist for an indie rock band called the Roland High Life. Thom enjoys mythophysics, robots and whiskey, and Oxford commas, and firmly believes that Journey's "Don't Stop Believing" is the single greatest atrocity ever committed against mankind. thomdunn.net / @thomdunn

Dennis Duquette—I am an SF reader & viewer, & play tabletop & video games. My pronouns are he/him. I'm 1/3 of the parents of 4 geeklings, all of whom also attend Arisia each year. I also introduced my girlfriend to Arisia 3 years ago, when she wore 1st Arisia & Div Head ribbons. In Mundania I write & automate data analysis processes. At Arisia I'm mostly in the tabletop play area, at a panel, or parenting. I'm an introvert/ambivert, prefer sci fi > fantasy > horror, & am a storyteller with munchkin leanings.

Gaia Eirich—I am a Master costumer and I have been costuming at conventions for 20 years. I have 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. I am also the secretary of the Greater Columbia Fantasy Costumer's Guild (GCF CG), the local chapter of the International Costumer's Guild (ICG).

Genevieve Iseult Eldredge writes slow-burn enemies-to-lovers lesbian stories about girls who can't decide whether to kiss or kill each other. An own voices author, she normalizes lesbian and LGBTQIA+ characters in science-fantasy stories where girls with magical powers fight and fall in love. Her enemies-to-lovers CIRCUIT FAE series is taking Amazon and Goodreads by storm!

Kevin Eldridge hosts The Flopcast, a ridiculous weekly podcast about comics, conventions, Saturday morning cartoons, 70s and 80s pop culture, and rubber chickens. He has performed at clubs, coffeehouses, and conventions throughout America, both as a podcaster and with his comedy band The Sponge Awareness Foundation, as heard on the Doctor Demento Show. Kevin has also hosted skeptic events promoting science and critical thinking, and is a published author of science fiction short stories.

Lyndsay Ely is the author of GUNSLINGER GIRL, a YA genre-bent dystopian Western that published in 2018. She spent her teenage years wanting to be a comic book artist but, as it turned out, she couldn't draw very well, so she began writing instead. She is a geek, a foodie, and has never met an antique shop or flea market she didn't like. Boston is the place she currently calls home, though she wouldn't mind giving Paris a try someday.

Eeeeka Emrick

Ruthanna Emrys is the author of the Innsmouth Legacy series, including Winter Tide and Deep Roots. Ruthanna co-writes Tor.com's Reading the Weird series, and writes radically hopeful short stories about religion and aliens and psycholinguistics. She lives in a mysterious manor house on the outskirts of Washington, DC with her wife and their large, strange family. She makes home-made vanilla, gives unsolicited advice, and occasionally attempts to save the world.

Michael Epstein

Illustrator, Writer, & Creativity Coach. **Griffin Ess** has made it his life's drive to create and facilitate art and entertainment that uplifts, informs, and includes. Check his goings on out at **GriffinEss.com**

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

Lillian Fehler—Lillian is a cosplayer, reenactor, theatrical costumer, costume historian, historical costumer, and holds an MA in historic textile conservation. Their special interests are Spanish traditional costume, 19th century costume, and early female physicians, especially those who served in the military. They have won awards for their costumes at Arisia, Anime Boston, and New York Comic Con. Find them on Instagram @albinoshadowfire or at **daughtersofaesclepius.blogspot.com**

Lisa Batya Feld writes SFF and is currently at work on multiple novels. She is a rabbinical school student at Hebrew College in Boston, and uses her rabbinic training to influence her world-building and vice versa.

Sara Felix is a two time Hugo finalist and a Chesley finalist. She has created two Hugo bases and two of the YA/Lodestar awards. She is also the president of ASFA, The Association of Science Fiction and fantasy artists. During the pandemic she started creating tiaras for Tiara Tuesday and by the end of 2020 created over 30 of them and does a weekly tiara giveaway on the Concellation FB group.

Mr. Ferguson is a math teacher at a school for students with above average intelligence and emotional differences. He is also a youth sword instructor, so please ask him if you want your children to learn the knightly art of the sword. AND he is a storyteller with over 25 years' experience, although some would say the first ten years don't count because he wasn't over 18 yet.

Greg R. Fishbone is the author of books for young readers including the Galaxy Games series of sporty sci-fi novels written with space opera flair, featuring a team of Earth kids competing against aliens across the Milky Way. His current project is a historical fantasy set in the Late Bronze Age Mycenaean culture based on traditional stories from across the Mediterranean Basin. More info at **gfishbone.com**

Jennifer Fitzsimmons-Gauger—I am a casual birdwatcher and Collector of Hobbies. My primary hobbies these days are knitting and spinning. In the past I was an avid beader. I have also dabbled in: crochet, needlepoint, cross-stitch, painting (acrylic), print-making, stained glass, lampwork glass, quilting, origami...

Professor William H. Foster III is an internationally known comic book scholar who specializes in the Changing Image of People of Color in Comics. He has written extensively on the topic, including two books, Looking for a Face like Mine, and Dreaming of a Face Like Ours.

David J. Friedman is a practicing attorney that helps people understand and solve legal challenges facing their work. This includes contracts, intellectual property, privacy, speech, and related issues. Separately, David has over a decade of semi-professional experience as a visual and performing artist, arts teacher, and non-fiction writer. David is proud to argue, play with toys, doodle, and throw things for a living and has dedicated his life to helping people mind their own businesses.

Max Impakt / Ask Kaylee Frye is a Chicago-based, experienced sex educator, panelist, & performer. Their work has appeared at conventions around the United States like New York Comic Con, C2E2, & Emerald City Comic Con; and adult stores like Good Vibration, The Pleasure Chest, Early to Bed, & Mister Sister. Max's foray into cosplaying started because of a strong resemblance to a certain sex-positive mechanic traveling aboard a Firefly class spaceship. They can be found at **AskKayleeFrye.com** and **TwixtMyNethers.com**

Though she isn't local to New England anymore, **Lena G.** keeps coming back for Arisia as much as she can. She works in the field of Forensics and is an all around science nerd, bookworm, and gamer. She loves anything involving pirates, Harry Potter, Assassin's Creed, and Once Upon a Time, and cats.

Ken Gale's first published story, Swords in the World Series, was recently reprinted by Dark Horse & he's also had sales to DC Comics. He had an eco-horror story in Psychosis #2. He's editor and co-publisher of Dangerous Times and New Frontiers for Evolution Comics, a producer and host for two radio shows on WBAI-FM in NYC: one on ecology and one on comic books. He is on the Board of the Celtic League American Branch and a former math textbook writer.

www.comicbookradioshow.com and **ecoradio.org.**

Dr. Pamela L. Gay is an astronomer, writer, & podcaster focused on using new media to engage people in science and technology. She is a senior scientist at the Planetary Science Institute and the director of the CosmoQuest online research facility. Through **CosmoQuest.org**, she engages people in learning and doing science. Join me as we map our Solar System in unprecedented detail through our citizen science projects, & learn astronomy through media productions like Astronomy Cast.

Greer Gilman's mythic fantasies are Cloud & Ashes: Three Winter's Tales and Moonwise. Her metaphysical mysteries set in 1600 London are Cry Murder! In a Small Voice and Exit, Pursued by a Bear. She has written on the languages of the fantastic, on archetypes of girls in fantasy, and on Sylvia Townsend Warner. Among them, her works have won the Tiptree, World Fantasy, Shirley Jackson, and Crawford awards. She likes to say she does everything James Joyce ever did, only backward and in high heels.

Julia Gilstein is a fantasy writer, editor, medievalist, tea addict, and cosplayer. She is the lead organizer for New England Aces, as well as a member of the Boston Speculative Fiction Writing Group (B-Spec), Boston Sci-Fi/Fantasy Meetup, Boston Shakespeare Lovers, and Dress Up Boston. When her nose isn't buried in a book, Julia can often be found procrastinating on Etsy, perusing the NaNoWriMo forums, and petting all the good doggos. Keep up with Julia on Twitter @JGilstein.

Adrian Gunn

Andrea Hairston is author of *Will Do Magic For Small Change*, a New York Times Editor's pick and finalist for the Mythopoeic, Lambda, and Tiptree Awards. Other novels: *Redwood* and *Wildfire*, Tiptree and Carl Brandon Award winner, and *Mindscape*, Carl Brandon Award winner. She has published essays, plays, and short fiction and received grants from the NEA, Rockefeller and Ford Foundation. Andrea is a Professor of Theatre at Smith College. Tor.com published *Master of Poisons* in Sept 2020.

Mar Hammitt-McDonald is a physician, college writing instructor, and writer who never leaves home without something to read. Mar enjoys hiking, conversing with cats, community theater, bicycling, and experiencing chaos theory in everyday life.

Forest Handford is an author from Fitchburg, MA. While not at work, she's bringing her family on wacky adventures. Her website is **EastCoastGames.com** where she publishes video and writings about various topics. Forest also founded **EmpEmp.org**, the site for empowering employees. She recently finished an LGBT sci-fi romance novel called *Flipping*. Forest is currently working with her publisher to finalize a memoir.

Scott Harris-King is a professional writer who also writes, draws, and self-publishes the comic book "The Crimebusters." He is also the host of The Classic Comics Forum Podcast, and can be found on YouTube under the name The Classic Comic Collector. A long time comic book fan and collector, Harris-King is also known to occasionally cosplay as Wonder Woman.

Jeff Hecht writes about science and technology for magazines including *New Scientist*, *Laser Focus World*, *IEEE Spectrum*, *Nature*, and *Sky & Telescope* on topics from planetary science and lasers to dinosaurs. His latest book, *Lasers, Death Rays, and the Long Strange Quest for the Ultimate Weapon*, is from Prometheus

Books. His short fiction has appeared in *Nature Futures*, *Little Blue Marble*, *Analog*, *Asimov's*, *Daily Science Fiction*, *Twilight Zone*, *Interzone*, *Odyssey* and several anthologies.

Alex Helm

Lisa Hertel is an artist who works in clay and watercolors, but also uses alcohol inks, encaustics (painting with wax), and more. In her spare time, she helps run science fiction conventions, including being the chair of Arisia 2014. Before becoming an artist, Lisa was a pharmacist for over 25 years. Visit her at her studio, The Cogitation Zone, in Haverhill, where she offers art classes for children and adults, or find her online.

Andy Hicks is a public media producer for WGBH who secretly wants to be a weirdo guerilla projection artist. He's also been a park ranger, a voice actor, a theater director, and used to deliver pizzas just like Hiro in *Snow Crash*. Speaking of, he once co-wrote a dystopian rom-com musical called *2010: Our Hideous Future!* that – in hindsight – seems quaint and charming. He's the proud father of several failed podcasts and one chaos Muppet, and does silly fannish stuff on Youtube as Sycorax Rock.

Lee C. Hillman (Gwendolyn Grace)—Since dying at the age of 13 months, "Gwenly" has amassed a number of vocations, including author, editor, actor, singer, songwriter, conference planner, administrator, role-player, fanfic writer, SCA Laurel, and big geek. A native of western New York and proud Bostonian for 10 years, s/he was most recently spotted as project coordinator in Pittsburgh, where her/his genderfluid, atheist, bisexual liberal vote makes more of a difference. He or She pronouns apply equally well.



Naomi Hinchon is a writer and filker who lives in Cambridge. In her day job she works as a video game developer. She co-writes and acts in the podcast *Crime and Space*, about a pair of space thieves getting in trouble. In 2020, she had her first short story published in the superhero romance anthology “Under the Cape” from Riverdale Avenue Books. She occasionally blogs at <https://asinclinationleadsme.wordpress.com/>, usually about various bits of pop culture.

Melissa Honig is the lead organizer for the Watch City Steampunk Festival in Waltham, MA, and also for the 2021 (fingers crossed) Browncoat Ball in Salem, MA. She enjoys steampunk, costuming, weird crafts, and playing with the stuff she finds while trying to clean up the craft room so she doesn't have to finish cleaning up.

Heidi Hooper has been called “the Andy Warhol of Dryer Lint” for her unusual and creative artwork, which can be seen in galleries around the country and in Ripley's Believe it or Not Museums and books. She was a guest on ABC TV's “To Tell The Truth” where celebrities like Mel Brooks had to guess which was the real dryer lint artist. She's a Master Costumer who has judged at the Worldcon level and has been the Artist Guest of Honor at Albacon and Heliosphere. Her web page is www.HeidiHooper.com

Diana Hsu has been involved with conventions of one sort or another since 2005, and has been speaking about issues around race, feminism, and social justice in fan spaces since 2011. Maybe you saw her on TV that one time.

Walter H. Hunt is a Massachusetts SF and historical fiction writer. He was author GOH in 2009. His novels in the “Dark Wing” Universe are available in the Baen e-book library; a Templar novel (*A Song In Stone*), two about mesmerism (*Elements of Mind* and *Harmony In Light*, both from Wordfire Press), and three novels with Eric

Flint. His latest is *City By the Bay*. He is librarian for the Masonic Grand Lodge in Boston.

Richard Hurley DVM—As a veterinarian and scientist, I have been involved in biomedical research for over 30 years. I currently work at a large research hospital affiliated with Harvard Medical School and have authored numerous articles published in research journals in the areas of parasitology, infectious disease and anesthesiology. My wife and I have also developed a flock of over 400 sheep that have been bred and raised to be free of most diseases commonly found in sheep and goats.

Victoria Janssen reads, writes, and reviews. For a full publication list and blogging about her current reading, visit victoriajanssen.com. Her last novel, *The Duke and the Pirate Queen*, is fantasy erotica from Harlequin (2010). Other interests include fanfiction, fan studies, comics, classic Dr. Who, World War One, choral singing, and fighting the patriarchy. She's on Twitter @victoriajanssen.

Leslie Johnston has been costuming since 1979 and had won awards for both F/SF and Historical costumes at many cons over the years, including Arisia, Balticon, Baycon, Costume-Con, Philcon, Westercon, and Worldcon. She loves problem-solving, working with unusual materials, and learning something new with every costume she makes.

Lenore Jean Jones—Lenore is a mostly retired tax accountant who lives near NYC with three cats. She has fond memories of living in the Boston area during part of her childhood. Lenore has worked Registration, Finance, or Access at many years of Worldcons, ran Registration at WisCon for seven years, and works Registration at Arisia at the restful minion level. She hears much better when she can see your face, is grateful for competent microphone use, and ecstatic when events are live captioned.

Deborah Kaminski is Professor Emerita of Mechanical Engineering at Rensselaer Polytechnic Institute. She is the author of over 80 peer-reviewed articles in technical journals, an invited article in the New York Times, a featured article in Science, with associated podcast, and an engineering textbook published by John Wiley & Sons. She has published two well-reviewed science fiction novels. She lives with her family in Slingerands, NY.

A. L. Kaplan's love of books and creative imagination started as a child. Her work has been included in several anthologies. Most recent publications include her debut novel, *Star Touched*, and *Wolf Dawn*, a short story. She is the Maryland Writers' Association's President and holds an MFA in sculpture. When not writing or indulging in her fascination with wolves, this proud mother of two lives in Maryland with her husband and dog.

Abigail Keenan is a big ol' nerd and a connoisseur of all things geeky and or kinky. They are the owner of Untamed Undies, a feminist and geeky company that provides undies, pasties and toys for folks across the gender spectrum. They write a blog about sex ed which can be found at www.untamedundies.com.

Rachel Kenley is the author of seven novels as well as several shorts and novellas. She started reading romances at fourteen and credits them with her lifelong fascination with relationships and how they influence our lives. She desperately needs her morning coffee, never misses the chance to watch *The Wizard of Oz*, and believes in the joy and importance of retail therapy. She is currently the President of writers organization Broad Universe and can be found online at www.rachelkenley.net.

Angela Kessler doesn't know what to tell you. It's 2020. Something, something, Somerville, cats, something, crafts.

Jeremy H. Kessler lives in Greater Boston where he is an instigator, singer, morris dancer, musician, cheesemaker, drinker, and co-developer of the only known kosher boar's head. He co-runs local traditional sings like pub and chantey sings. He is the squire of the only Greater Boston morris team to dance the AntiMorris. He 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”.

Dr. Roy Kilgard is an astrophysicist who researches black holes in nearby galaxies with an emphasis on intermediate-mass black holes: an enigmatic class of objects whose origins are unclear, but which may help explain the supermassive black holes observed at the centers of galaxies. His lectures cover a wide variety of astronomical topics, including black holes and galaxies, X-ray astronomy, historical astronomy, and astrostatistics. He is also an incurable nit-picker of sci-fi minutiae.

Hannibal King's career in Popular Fantasy, Speculative Fiction and Sequential Art spans three decades. His fantasy pieces have graced Dungeons and Dragons products, Magic: The Gathering cards and numerous SF book covers since the early nineties. His current projects include rule book illustrations for the relaunched Everway ORG and his creator-owned comic series, *Nine Tales of the Jetty Cat*.

Chesley Award-winning artist **Johnna Y. Klukas** makes science, science fiction and fantasy-themed works with wood and mixed media in her studio in southern Maine. She was the Artist Guest of Honor at Arisia 2016.

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 MASSFILC and the club's current treasurer. She has been involved in planning numerous conventions both in and out of fandom.

Josh Krehbiel

David Larochelle builds systems to solve hard problems and answer complex questions using a pragmatic approach of pulling techniques and tools from different areas and applying them in new ways. 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.

J.R.H. Lawless is a lawyer and repeat offender as a debut 2020 Science Fiction Humor author (ALWAYS GREENER and THE RUDE EYE OF REBELLION).

Since 2015, **Jason LeBlanc** has been an organizer for the Boston Horror Society. Located on both Meetup and Facebook, the Boston Horror Society has helped to bring together fellow horror devotees in New England with meetups for movie screenings, book festivals, concerts, and other social events. Besides the BHS, Jason assembled the virtual author readings for Salem Horror Fest 2020 and his stories with artist Scott Wauchope have appeared in comic book anthologies from Hellcat Press.

LB Lee is a multivarious entity who was raised by imaginary wolves in a subconscious barn. They make mental health comics and write stories about reality melting. You should talk to them.

Genevieve (Eve) Leonard is a New York based contemporary artist and educator. She had the privilege to be Associate Director of Digital Art

Programs (Visual Effects / Motion Graphics, Film, Animation) and Department Chair of Digital Filmmaking at the Art Institutes. She has since moved to the New York area – active member of ASIFA East and Women in Animation – creating independent short films. Genevieve continues to be a mentor by teaching 3D animation and digital production at Pratt Institute.

Ryan Leonard is a professional visual effects artist working in the field of film and television post production. He is currently a supervisor at PowerHouse VFX in NYC.

Megan Lewis is probably in the Art Show space. She's been the Art Show co-director the last 6 years and has worked Art Show since 2001. In the outside world she works as a librarian and has too many hobbies. Her creative outlet is mostly crochet.

Kevin Lin

Gordon Linzner is founder of Space and Time Magazine, author of three published novels and dozens of short stories in F&SF, Twilight Zone, Sherlock Holmes Mystery Magazine, and numerous other magazines and anthologies, including recently Across the Universe, Strange Lands, The Vampire Gourmet, and Strange Aeon 2020. He is a member of HWA and a lifetime member of SFWA.

David Logvin

I run a program which offers support to schools around issues of mental health, and have a private practice. I published two books: Freaks (middle school kids discover their super powers), and Yesu (quiky retelling of the Gospels). All of this under my legal name, **Bhadrika Love**. It is increasingly impossible to have any minute of my day not immersed in Julie Love's work. But when I try to be Bhadrika, I knit & craft, love cats, bake, and play games.

Phillip Andrew Bennett Low—Chinese-American playwright, storyteller, and libertarian activist. Solo shows have won acclaim from Minneapolis to Atlanta, New York to LA — even as far as Melbourne, Australia. Co-founder of the Rockstar Storytellers, founder and producer of the touring theatre troupe Maximum Verbosity, and founder and host of the country's only recurring open-mic dedicated to speculative fiction, "The Not-So-Silent Planet." Published two humor collections, "Indecision Now!" and "Get Thee Behind Me, Santa."

Catherine Lundoff is a queer geek and an award-winning writer, editor and publisher from Minneapolis. Her books include *Blood Moon* (forthcoming), *Silver Moon*, *Out of This World: Queer Speculative Fiction Stories* and *Unfinished Business: Tales of the Dark Fantastic* and as editor, the fantastical pirate fiction anthology, *Scourge of the Seas of Time (and Space)*. She is also the publisher at Queen of Swords Press. Websites: www.catherinelundoff.net and www.queenofswordspress.com.

From countless hours spent working in video stores to long nights at the theater surviving movie marathons, **Timothy Luz** has spent his life surrounded by movies. A former film critic and occasional short filmmaker, he possesses a mind full of useless film trivia and a tendency to talk movies with anyone in earshot, qualities that led him to create *CinemaSpection*, a film discussion podcast he co-hosts with his lovely and very patient wife Corinne.

In his day job, **Aaron Marks** works in the energy sector, most recently in data analytics. In his free time, though, Aaron is an avid gamer, publishing advice, reviews, and opinions about tabletop roleplaying games under the nom de plume "Level One Wonk" for Cannibal Halfling Gaming. Aaron has been roleplaying for nearly 20 years, and dabbles in video games, board

games, and LARP as well. Aaron's other hobbies include writing, bicycling, and auto and bicycle repair.

Dan "Grim" Marsh is a member of the Society of Creative Anarchism as Grim the Skald; at this point pretty much just his family and co-workers call him "Dan." He considers himself knowledgeable in the following things, in order of how much he knows: Norse Poetry, Norse Culture, Alliterative Poetry in general (particularly Old English and 14th Century), Medieval (particularly English) poetry in general, Medieval costuming, and Medieval/Renaissance combat. Yes, he likes to fight, but he likes poetry a lot.

A PhD in Cinema and Media Studies, **Marianna Martin**'s lifelong fascination with the structures of genre storytelling led to a dissertation framing Genre theory in contexts like the Marvel Cinematic Universe. After an interlude working in Development in the US film and television industry, she left to pursue her own projects. She now splits her time amongst appearing on con panels, completing her debut SF novel, her horror comedy screenplay, and watching/thinking/writing about Genre if she's awake.

Rebecca Maxfield is a fantasy fan, theatre director, and coder living in Providence, RI. She's interested in how media/narrative form serves or affects the stories we tell (and especially in liveness in theatre), in the ways real-life history was more diverse than you think, and in stories about women crossdressing to do epic stuff (and possibly become involved with other women).

Dan Mazur co-founded the Boston Comics Roundtable and MICE: the Massachusetts Independent Comics Expo. His graphic novel, *Lunatic*, was published by Fanfare Books in 2021. He co-wrote *Comics: A Global History, 1968 to the Present* (Thames and Hudson). His article “Ibrahim Njoya, a Comics Artist in Colonial Era Cameroon,” in *The Comics Journal*, won the 2019 Article Prize by the Comics Studies Society. He is editor of the series “Boston Powers,” all-ages superhero comics set in and around Boston.

John G. McDaid is a short story writer and folk/filk musician. His fiction has appeared in *Asimov's* and *F&SF*. A Clarion '93 grad, he won the Sturgeon Award for his 1995 story “Jigoku no mokushiroku.” His latest interactive fiction, “We Knew The Glass Man,” appeared in the June, 2019 *Cream City Review*. In 2017, he won both the topical and “Iron Filker” songwriting contests at OVFF. His debut studio album, *Trail Of Mars* is available at <http://johnmcdaid.bandcamp.com>.

Amos Meeks

Michael Meissner—Professionally, I am a computer programmer and I work on enhancing the Gnu compiler collection. I do digital photography and video as a hobby. I've been the official photographer/videographer for some of the small renaissance faires in the area. My big hobby project is creating various steampunk shells around my modern cameras. I also tinker with programming micro-controllers (particularly Teensys).

Dale Miller

Danny Miller is a local attorney and all-around SF/F fan since high school who has always seen Arisia as his home convention. He used to have several pieces printed in the local Jewish paper, some even relating to SF/F, and some even paying; he's also a budding law librarian.

He once turned the tap dance into his crusade, and enjoys (gently) converting the uninitiated into the worlds of assorted geekery. (Or, at least inviting them to a pub trivia event.)

James Mobius is the creator of the comic book Punk rock alien space girl adventures. He holds degrees in music and electronics so he fixes houses for a living. He has attended Every Arisia, builds musical instruments, paints, draws, did lighting for the Tesseracte players of Boston for 20 odd years, has lived in Japan, is a former Chocolatier, tattooist, and built his own Tardis which is actually bigger on the inside. his favourite colour is purple and his religion is Kate Bush.

Alexis Moisand

Olivia Montoya

Richard Moore—Presently, I am an instructor teaching data science, cloud computing and other technology and technology management courses. Previously I have held a number of different technology jobs. More importantly, I have volunteered at every Arisia, and a few other conventions too.

Sarah “Tashari” Morrison is a fantasy illustrator who loves oil paints and linoleum printmaking. In her “spare time” she sews ball gowns with hoop skirts. Find her work at SarahMorrisonIllustration.com

By day an engineer and technology analyst at MIT, **Chris Murphy** has probably too many areas of interest, including science fiction, making (with a bent to electronics), mixology, dogs, photography, cosplay, cooking, among others. He's lost track of the number of Arisias he's attended.

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.

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

AJ Odasso has been widely published in fandom and non-fandom contexts since 2005. Their debut poetry collection, *Lost Books*, was a finalist for the 2010/2011 People's Book Prize. Their second collection, *The Dishonesty of Dreams*, followed in 2014. Their third collection, *The Sting of It*, was shortlisted for the 2017 Sexton Prize and was published in 2019 by Tolsun Books—and won Best LGBT Book at the 2019 New Mexico/Arizona Book Awards. They serve as Senior Poetry Editor at *Strange Horizons*.

Kat Tanaka Okopnik—KTO is working on *The Dictionary of Social Justice*, an *Etiquette for Social Justice*, a gourmet marshmallow business, a novel, a dozen short stories, raising two kids, every sort of editing, and occasionally blogging at ShadesBetween.com. On Patreon & social media as @KTOkopnik

Kevin Osborn—Maker, Inventor and lover of the creative!

Lisa Padol is a second generation SF fan, a filker, a gamer, and a player and writer of LARPS. She sings adequately and consistently fails to identify harp tunes when her spouse, Joshua Kronengold, is noodling around on the harp.

Suzanne Palmer is an SF/F author who is a regular contributor to *Asimov's* and *Clarkesworld*. Her story "A Secret Life of Bots" won the 2018 Hugo for Best Novelette, and her novella "Waterlines" won the 2020 Theodore Sturgeon Memorial Award. Her second novel in the *Finder Chronicles* series, "Driving the Deep", was published by DAW in 2020 and the sequel is forthcoming in May of 2021.

Christopher R. Paniccia was born and raised in Southern New England. He has been involved in the comics industry for over twenty years. As an artist, he strives to create unique works of Sci-Fi/Fantasy Art. He served as an active duty medic in the United States Air Force during Desert Storm. He has been teaching both Elementary as well as College students for over twenty years. As an indie author, Christopher R. Paniccia writes and publishes his own books, hoping to inspire others to do so.

Carson Pavao is an actor, writer, and artist living in New England. In their free time, they enjoy listening to audio dramas and writing fanfiction. Other interests include mental health, cats, and online puzzle games. They do all their best thinking with a cup of coffee and a pencil in hand.

Jennifer Pelland is a science fiction author turned bellydancer. For more, visit www.jenniferpelland.com or www.tassellations.com

Leigh Perry writes the Family Skeleton mysteries featuring adjunct English professor Georgia Thackery and her best friend, an ambulatory skeleton named Sid. The Skeleton Stuffs a Stocking is the latest. As Toni L.P. Kelner, she's the co-editor of paranormal anthologies with Charlaine Harris; the author of eleven mystery novels; and an Agatha Award winner and multiple award nominee for short fiction. She, her husband, and daughter live north of Boston.

Israel Peskowitz (Izzy) is a professional photographer, proficient plumber, a skilled community activist, and amateur fan.

Kellian Adams Pletcher

Beth Plutchak is an explorer for new worlds, totally dissatisfied with this one. As a young woman she moved to Alaska to live off the land. After the birth of her third child she moved back to Wisconsin in search of some of life's luxuries like electricity and indoor plumbing. It is in Wisconsin where she works and writes. Her books are available from Aqueduct Press and musings can be found at beth.substack.com

Dr. Gillian Polack is a Jewish-Australian SFF writer and researcher, with 9 novels. She was awarded the 2020 A Bertram Chandler Award (lifetime achievement). The Year of the Fruit Cake won the 2020 Ditmar for best novel. She wrote the first Australian Jewish fantasy novel (The Wizardry of Jewish Women). Gillian is a Medievalist/ethnohistorian (author of History and Fiction) and researches how novels transmit culture and on world building. She has a collection of select and very attractive fans.

Dr. Jim Prego is an adjunct professor of Biology at Long Island University, Molloy College, and Nassau Community College. He is a recipient of NYANP's Physician of the Year award. He enjoys science fiction, biological topics, and many other topics both science and non-

science related. He spent 10 years as the NY Delegate to the American Association of Naturopathic Physicians and 6 years as a board member of the NYANP. He is involved in acting/ shadowcasting, EMS, alt-lifestyles, gaming, and more.

Tori Queeno, 28, is the founder and President of the Boston Whovians, a Boston-based Doctor Who fangroup. Tori is currently pursuing an MFA in Creative Nonfiction at the Solstice Program at Pine Manor College and was awarded the 2018 Kurt Brown Fellowship for Diverse Voices. They can be regularly seen performing with The Post Meridian Radio Players. Tori spends the rest of their time trying to be a "real adult" and/or a professional nerd, with their cat, Persephone, and hedgehog, Sylvia Plath.

Richard Ralston has been a fan of science fiction and anime since the late 60's. Rick has been staffing conventions the past 18 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.

A low-income policy specialist & professor, **Roxanne Reddington-Wilde's** motto is "Save the world by day, teach about it at night." She's worked for 24 years at Action for Boston Community Development and taught at Cambridge College longer. At this point, she calls herself the Sesame Street professor, brought to you by the letters A for Anthropology, Art History; G for Geography, Geology... and more. With a Celtic Studies PhD on Scottish Highland society, she's writing a historic fantasy set in 16th C. Scotland.

Nobilis Reed—Nobilis (pronouns he/him) is the creator, editor and producer of the Nobilis Erotica podcast, now celebrating its fourteenth anniversary of offering science fiction and fantasy erotic stories in an audio format. He is also the narrator and producer of This Kaiju Life, a podcast about the misadventures of an ordinary IT guy working at an extraordinary company. Nobilis's consentacle novel, *Monster Whisperer*, was published in 2014, with a sequel forthcoming from Circlet Press.

Gerrit Reininghaus

Michael A. Renaud

Suzanne Reynolds-Alpert writes horror, sci-fi, dark fantasy, and the occasional poem. Her short fiction had been published in the anthologies *The Final Summons* and *Killing It Softly* (Vol. 1). Her poetry has appeared in the *HWA Poetry Showcase Vol. VI*, the anthologies *Beneath Strange Skies* and *Wicked Witches*, *The Wayfarer*, and *Eternal Haunted Summer*. Suzanne is a freelance editor and writer, a technical services librarian, cat owner, and has degrees in Communication and Sociology.

Santiago Rivas is celebrating over 40 years as a sci-fi enthusiast. It was his time at MIT that he became an avid film, theater, poly, and gamer geek. He has been involved with *Theatre@First* for fifteen years and the *Heinlein Society Naughty Nurses* for over ten years, writing, directing, and starring in skits for the annual *Blood Drive*. In his copious spare time, he's blogging, acting, updating tropes pages, spending time with redheads, and raising an advanced prototype.

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 an expert in landlord-tenant law.

Karen S.—Part-time amateur voice actor, podcaster, and writer of ridiculous fannish fictions. Full-time geek and fanboy dork with a particular fondness for cartoons, blooper reels, turtles of the ninja variety, and the Technical Director of the Post Meridian Radio Players. She can be seen reprising her role as Captain Jane T. Kirk in the Post Meridian Radio Players' production of *Gender Swapped Star Trek*.

Mark Sabalauskas is the author of *Return to the Stars*, an optimistic SciFi tabletop RPG that mashes up sci-fi exploration with convention culture, a 2020 Indie Groundbreaker nominee for Best Setting. He also publishes *The Stellar Beacon* 'zine and tweets sci-fi microfiction daily.

Liz Salazar is a playwright, director, GM, chainmailler, a podcaster between podcasts, and overall opinion-haver. At Arisia, she is usually seen among the Post-Meridian Radio Players or otherwise getting in someone's way.

Victoria Sandbrook is a spec fic writer, Viable Paradise graduate, and freelance book reviewer. Her short fiction has appeared in *Shimmer*, *Sword & Sonnet*, and *PodCastle*. Her novella, *Le Jardin Anime* (1893), ran in *GigaNotoSaurus* in 2020. An avid hiker, sometimes knitter, long-form talker, and initiate baker, she spends her days wrangling two ferocious, jubilant tiny humans. Victoria and her family live in Brockton, MA. She shares writerly nonsense at victoriasandbrook.com and on Twitter at [@vsandbrook](https://twitter.com/vsandbrook).



Micah Schneider is a long-time veteran of Arisia, both on programming and staff. Micah completed his Masters in history and public history from UMass Amherst, but somehow became a math teacher. In his free time, Micah enjoys running, highpointing, hiking, all kinds of gaming (especially cards games like Magic and Pokemon), and being polyamorous as often as possible. He lives in Western Massachusetts with his family of choice, their three children, and a small coterie of animal companions.

Kenneth (“Ken”) Schneyer has been a finalist for both the Nebula Award and the Theodore Sturgeon Memorial Award. In 2020, Fairwood press released his second short-fiction collection, Anthems Outside Time and Other Strange Voices, and his story “Laws of Impermanence” appeared in Uncanny Magazine. His fiction appears in Lightspeed, Strange Horizons, Analog, Clockwork Phoenix 3 & 4, Podcastle, Pseudopod, etc. He lives and teaches college in Rhode Island.

www.kenschneyer.com

Sam Schreiber is a writer and editor living in Brooklyn, New York. His work has appeared in Asimov’s Science Fiction, Analog Science Fiction and Fact, Vastarien, and other markets. He is one of the editors and co-hosts of the speculative fiction audio magazine the Kaleidocast (currently in its second season!). He also teaches Science Fiction and Fantasy at New York University’s Tandon School of Engineering.

Meredith Schwartz is editor in chief of Library Journal, but unless she explicitly says otherwise, she is only speaking for herself, not the magazine. Her short fiction appeared in Strange Horizons, Reflection’s Edge, and Sleeping Beauty, Indeed. She edited Alleys & Doorways, an anthology of homoerotic urban fantasy. She has committed fanfiction, screenwriting, and conrunning, but is much better now.

David G. Shaw is, in no particular order: Aspie, Atheist, Blogger, Cook, Curmudgeon, Foodie, Geek, Musician, Parent, Partner, Reader, Scientist, Skeptic.

Nicholas “phi” Sheckman is President of Arisia, Inc.

Hildy Silverman is an author of fiction and nonfiction. Her most recent short story publications include “Sidekicked” (2019, Release the Virgins!, Ventrella, ed.), “Divided We Fell” (2020, The Dystopian States of America, Bechtel, ed.), and “Raising the Dead” (Bad Ass Moms, Fan, ed.). She is also a member of the Crazy 8 author collective (<https://www.crazy8press.com/>), provides editorial services to other writers, and the former publisher of Space and Time Magazine.

Vandana Singh writes mostly science fiction, and is a professor of physics at a small state university in the Boston area. Her short stories have been shortlisted for awards, won the Carl Brandon Parallax award and a Tiptree Honor, and have been reprinted in numerous Best of Year anthologies. Her second short story collection, Ambiguity Machines and Other Stories (Small Beer Press 2018) was a finalist for the Philip K. Dick Award.

Jamila Sisco is an award-winning costumer with a specialization in anime, video game, and original costumes. She has worked on costumes for over 15 years, usually working on making the big and elaborate come to life. She is the former President of the Northern Lights chapter of the International Costumers’ Guild. She is one of the presentation judges in the Arisia Masquerade for this year.

Charity Southworth—I am an art student turned astrophysicist! I currently work at the Charles Hayden Planetarium at the Museum of Science and hold a Master's Degree science communication. I am part of NASA's Solar System Volunteer program and I run my own business where I make science themed jewelry, accessories and clothing! I love communicating science in a humorous, entertaining fashion – why should science seem dry and boring!?

Michael Sprague has been a fan since at least his first viewing of Star Wars. He's worked in a variety of roles at Arisia including Programming Division Head, Staff Services Division Head, and even Con Chair. He has a profound love of TV/ movies (both good and bad) and the written word (same). He performs live radio theater with The Post-Meridian Radio Players, and is has been a cast member of the Crime and Space podcast. Other hobbies include gaming, LARPing, and procrastinating about writing.

Lisa J. Steele is an attorney, writer, and game designer. As a lawyer, she has been involved in litigation, teaching, and legislation about issues of science and the criminal law. As a game-designer, she is a co-author of the ENnie award winning Bubblegumshoe, and has written for Steve Jackson Games, White Wolf, and Evil Hat. She has been attending Arisia since its inception.

Raven Stern—Raven is always up for adventures, whether that's around a game board or in a rural palace in Europe. Whatever the adventure, she'll be dressed for the occasion! You can find her dancing with the Commonwealth Vintage Dancers throughout the Boston area, and see her photos on her blog at plaidpetticoats.blogspot.com.

Ian Randal Strock (www.IanRandalStrock.com) is the editor and publisher of Fantastic Books (www.FantasticBooks.biz) and an author of science fiction and non-fiction. He has

published three books on the presidency of the US (with Random House and Carrel Books) and had stories in Analog, Nature, and several anthologies. He was previously an editor with Artemis, Asimov's, Analog, The Daily Free Press, and Science Fiction Chronicle. He is also the Northeast Regional Vice Chairman of American Mensa.

Kathryn Sullivan writes young adult science fiction and fantasy, including fantasy novel THE CRYSTAL THRONE and short story collection AGENTS, ADEPTS & APPRENTICES. She has essays in the Hugo winning CHICKS DIG TIME LORDS and in CHILDREN OF TIME: COMPANIONS OF DOCTOR WHO and OUTSIDE IN. She is owned by a large cockatoo, who graciously allows her to write about other animals, as well as birdlike aliens.

A. Szabla

Sonya Taaffe reads dead languages and tells living stories. Her short fiction and Rhysling Award-winning poetry have been collected most recently in the Lambda-nominated Forget the Sleepless Shores and previously in Singing Innocence and Experience, Postcards from the Province of Hyphens, A Mayse-Bikhl, and Ghost Signs. She lives with one of her husbands and both of her cats in Somerville, Massachusetts, where she writes about film for Patreon and remains proud of naming a Kuiper belt object.

Cecilia Tan is the multi-award winning author of The Prince's Boy, Telepaths Don't Need Safewords, and the Magic University series and the founder of Circllet Press. Her award shelf includes the RT Reviewers Choice Award, the Maggie Award for Excellence, and induction into the Saints & Sinners LGBT Writers Hall of Fame. Her upcoming urban fantasy series from Tor Books will be known as The Vanished Chronicles and should appear Real Soon.

Ilene Tatroe—[she/her] is — in no particular order — a parent to a teenager, a writer of conference and webinar summaries, and Co-Division Head for Programming at Arisia '21. In her spare time (ha!), she is also Vice Chair of her town's Special Education Parent Advisory Council, and is working toward becoming a special education advocate. A GISHer, she loves doing wacky but good things, like creating wedding dresses out of plastic shopping bags and rewriting Beowulf in 10 tweets.

Kayleigh Tatroe—Is a high school student in Westford and a competitive dancer for Spotlight Dance Academy. She loves to dance, draw, read, and write. She spends a lot of time gaming on Minecraft, and wants to go to college for forensic science. Follow me at @kmorgan.draws on Instagram.

Gail Terman decided that being the Gaming Division Head and programming the front end of this convention were great things to do at the same time, for unknown reasons. She hopes you enjoy the convention!

Maggie Thompson—I'm 78 years old, an award-winning comics nerd, and have been around comics, creators, and fans for more than 70 of those years. And have attended conventions since 1955. (I co-edited COMICS BUYER'S GUIDE for three decades.)

Tikva [aka raycho] is attending her bazillionth Arisia, and her fifth? sixth? what even are numbers anyway? as a panelist. She is kind of like a very swearsy golden retriever. She's a public health geek, disability activist, baseball addict, and member of a poly family/household. She is fond of pie. You may recognize her via her trusty guide dog, who is small in size but large in swagger. Please do not pet either her or the dog without a whole lot of permission.

Dan Toland is a writer and podcaster responsible for getting his fingerprints all over Arisia's Media track this year. He lives in Boston

with a woman of nearly limitless patience (Reader, she married him), a dog who tries REALLY HARD you guys, and also there is a cat. Hear him give voice to strongly-held opinions about inexpensively made British sci-fi, Reagan-era cartoons, and Bronze Age team-up comics at **Earth-2.net**, and endure his Twitter nonsense @UrbanSpaceman61.

Naomi Torres-Ortiz

Kevin Turausky—I'm primarily a science fiction nerd but am gradually branching into fantasy. Star Trek is my favorite franchise, but am quite fond of Stargate, Star Wars, Babylon 5, or pretty much any show or film with cool spaceships. My professional background is much more down to earth: I used to be a park ranger and worked at sites across the US, teaching nature and history to visitors, and now I work in utilities.

Mercy Van Vlack has been a comics pro since 1980, including writing Richie Rich; artist on Green Ghost & Lotus (set in Boston) and Miranda; 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 and makes Celtic jewelry. She sings political satire with the Raging Grannies and is a long-time fan of Dr. Demento & Tom Lehrer.

JoSelle Vanderhooft

Although **Michael A. Ventrella** has written a number of humorous adventure novels (including BIG STICK and BLOODSUCKERS: A VAMPIRE RUNS FOR PRESIDENT) and has edited many fine anthologies (including RELEASE THE VIRGINS and THE BAKER STREET IRREGULARS), he appears to be best known as "That guy who predicted the Hodor plot." He also founded and edited ANIMATO magazine for many years. His web page is www.MichaelAVentrella.com

Rosie Wagner

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 Board Games.

Emmett Wald spent the first fifteen years of their life reading nonstop, which explains a lot, really. Their home fandom is Harry Potter, but they’re excited about the increase in diverse representation in fantasy these days. Emmett’s other main geekdom is mathematics, and they’re currently studying to become a math teacher. Ask them about critical math ed if you have an hour to spare! ;-P

Jessica Waters

Fae Weichsel is a filmmaker, role-player, union ENBY, proud bisexual and secret robot. They work in film and television in the camera department as a proud Local 600 camera person. Some projects he has worked on are: Pose, Tales of the city, Person of Interest, Jessica Jones, Amazing Spiderman 2, Madam Secretary, Someone Great, & Irreplaceable You. He is also a writer and director of short films, music videos and commercials. They/them Pronouns

Alan Wexelblat (he/him) is a poly parent of two trans young adults, an amateur photographer, a long-time tabletop RPG and online+mobile gamer, a writer on intellectual property issues, and a rescue-dog owner. He has been at every Arisia since #2 and worked most of them. Ask him about helping with the convention!

H. M. White—A writer, editor, and storyteller. Recently finished an MFA in Writing for Children at Simmons College. Writes for and works with The Wayfinder Experience (a trans- and queer-friendly LARP camp in New York’s Hudson River Valley), edited the indie horror RPG Sleepaway, has written for Posthuman Studios, and is querying a middle grade space adventure as well as several illustrated books.

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.

Penny Wilhelm

Scott Wilhelm is a licensed biology, physics, math, 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.

Abandoned by wolves at an early age and thus raised by his human parents, **Stephen R. Wilk** went on to become an Optical Engineer and Laser Physicist and sometime writer. His story “The Game of Hare and Hounds” was published “20,000 Leagues Remembered”, and his nonfiction “Lost Wonderland” was published by the University of Massachusetts Press. His collection of essays on weird optics, Sandbows and Blacklights”, will be published in February by Oxford University Press.

Connie Wilkins (also writing as Sacchi Green) has published scores of short stories and edited 18 anthologies, two of them Lambda Literary Award winners. She loves to combine erotica and classical fantasy, as in her anthology Witches, Princesses and Women at Arms. Her own collection, Wild Rides, also has its share of specific. As Connie Wilkins, she edited Time Well Bent: Queer Alternative Histories and Heiresses of Russ 2012: the Year’s Best Lesbian Speculative Fiction.

W. B. J. Williams, the author of *THE GARDEN AT THE ROOF OF THE WORLD*, and “The InfoCoup” holds advanced degrees in anthropology and archeology. He is an avid historian, mystic, poet, and author who manages an information security program at a prominent New England firm. 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.

Tamasin Wohlers

Bey Woodward belongs to the geek, kink, and polyamorous communities. She is married to gaming book author, Jonathan L. Woodward, and runs a one-woman business, Tasks@Bey Events. Check her out on Facebook or at **www.tasksatbey.com**. She gets your geek wedding!

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 wonderfully complicated family.

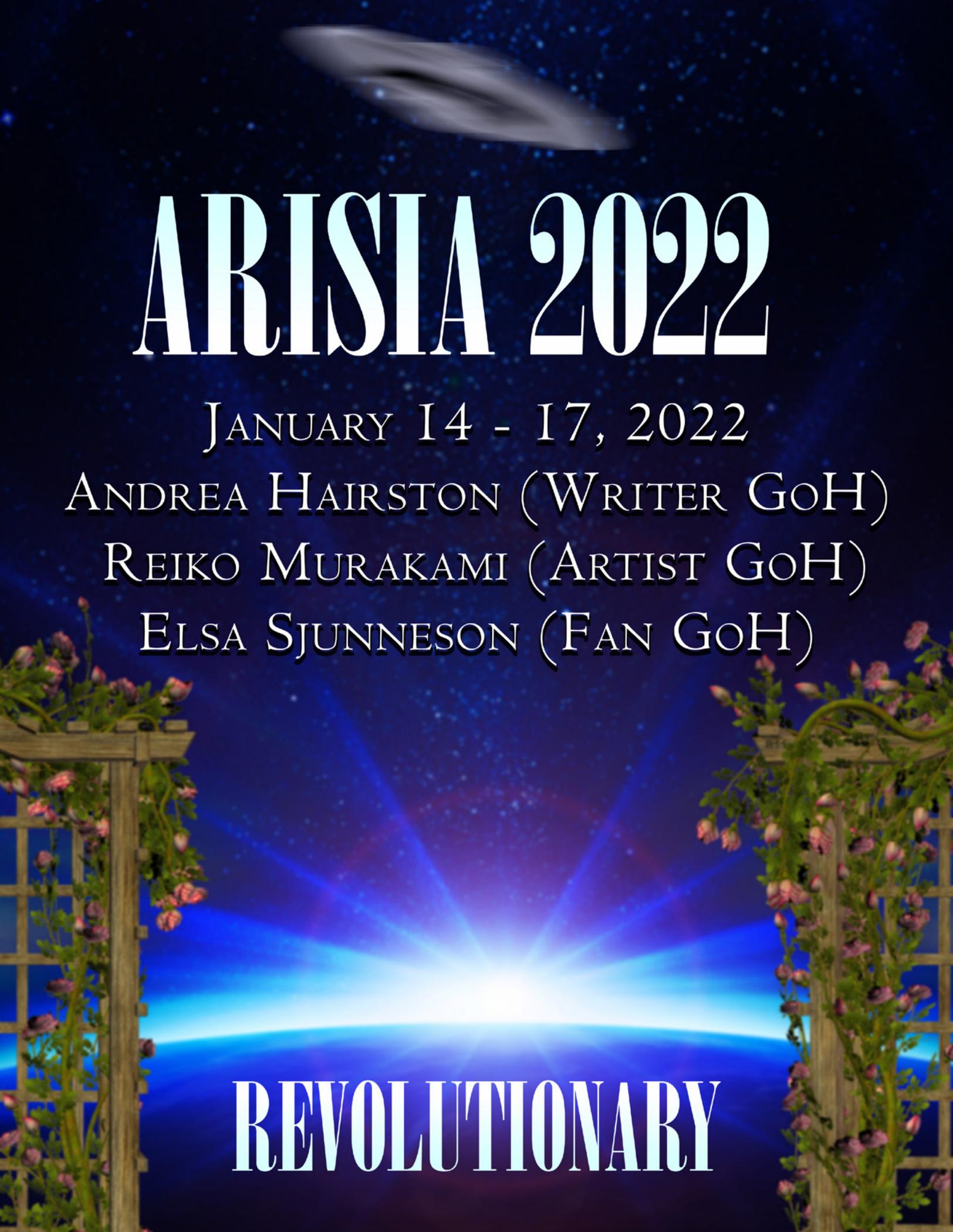
Trisha J. Wooldridge writes novels, short fiction, non-fiction articles, and poetry that occasionally win awards—child-friendly ones as T.J. Wooldridge. She’s edited seven anthologies, including *Wicked Women from New England Horror Writers*, and nearly one

hundred novels. Find her work in the Shirley Jackson Award-winning *The Twisted Book of Shadows*, *HWA Poetry Showcase 5 and 6*, and *Don’t Turn Out the Lights*, *A Tribute to Alvin Schwartz’s Scary Stories to Tell in the Dark*.
www.anovelfriend.com

Douglas Wynne is an author of horror thrillers, including *The Devil of Echo Lake*, *The Wind In My Heart*, and the *SPECTRA Files* trilogy. His short fiction has appeared in numerous anthologies and his writing workshops have been featured at genre conventions and schools throughout New England. He lives in Massachusetts with his wife and son and a houseful of animals. You can find him online at **www.douglaswynne.com**

Dr. Willie Yee is an amateur astronomer and magician. He is a Solar System Ambassador—a volunteer supporter of NASA supported by the NASA Jet Propulsion Laboratory. He is past President of the Mid-Hudson Astronomical Association and presently serves on its board. He has received numerous awards for observing projects and for astronomical outreach and education.





ARISTA 2022

JANUARY 14 - 17, 2022

ANDREA HAIRSTON (WRITER GoH)

REIKO MURAKAMI (ARTIST GoH)

ELSA SJUNNESON (FAN GoH)

REVOLUTIONARY