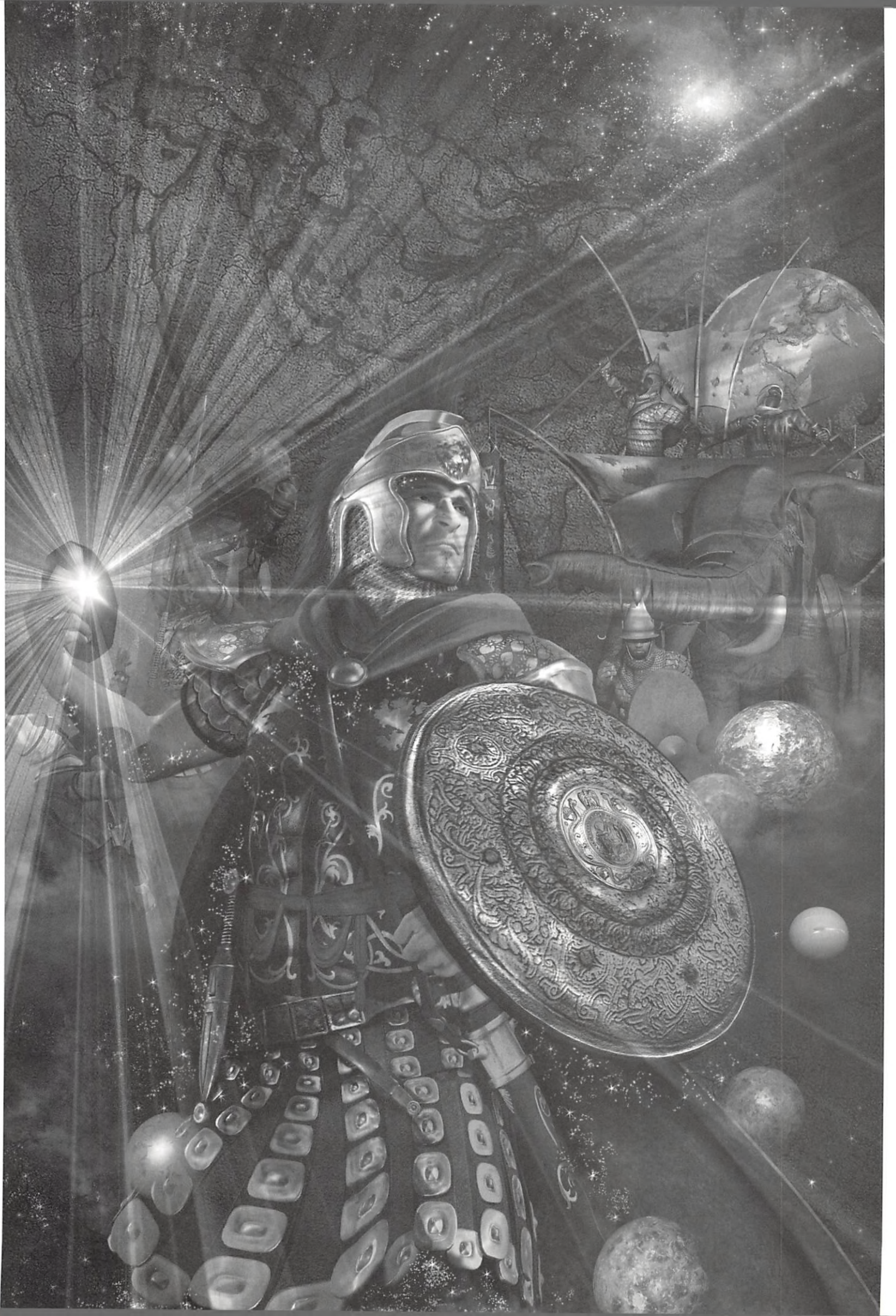


Balticon 43

May 22-25 2009





The Baltimore Science Fiction Society Welcomes You
to the Maryland Regional Science Fiction Convention

Balticon 43

Guest of Honor

Charles Stross

Art Guest of Honor

Kurt Miller

Music/Filk Guest of Honor

Mary Crowell

Special Guest of Honor

Scott Sigler

2008 Compton Crook Award Winner

Mark L. Van Name

2009 Compton Crook Award Winner

TBA at Balticon 43

May 22-25, 2009

Memorial Day Weekend

Marriott's Hunt Valley Inn

just north of Baltimore, MD on I-83 – Free Parking

Ghost of Honor

Edgar Allan

Poe

Hundreds of authors, publishers, artists, scientists, musicians and
over a thousand fans at the area's largest & longest running Science Fiction/Fantasy convention!

Author panel discussions, readings, podcasting/new media, live SF theater, childrens' programming, Reading Is Fundamental (RIF) charity auction, science briefings, concerts, dances, Masquerade, writers' workshop, poetry contest and workshop, and our Sunday Night Film Festival! Art show, dealer's room, anime, video and tabletop gaming, skill demonstrations and other special events.



Sponsored by the Baltimore Science Fiction Society,
a 501(C)(3) non-profit educational organization.

P.O. Box 686
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WWW.BALTICON.ORG
Email: balticoninfo@balticon.org
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Live in or near Maryland? Visit a BSFS meeting sometime and check out our free SF lending library.
Check out www.bsfs.org for details - or contact volunteers@balticon.org to find out how you can help!
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Words From the Chair



So, as they say, there I was desperately clutching my sanity with both hands as the torrents of the primal chaos of convention management streamed past, around, & over me, wondering what past life sins had forced this fate upon me when Balticon's charming and dedicated *BSFAN* editor calmly walks by and says, "Oh, by the way Steven Joel, when you have a couple or three minutes, I need a few words from the chair for the *BSFAN*. It's traditional after all." My immediate thought was, of course, "she needs words from the what?" But before I could really get a grip on her request, she wafted calmly up a torrent of primal chaos of convention management and disappeared, along with a huge pallet of notes to boil down into this year's *BSFAN*.

Well, as you can imagine, this left me with a bit of a problem but finally I figured, "we've got a ton of chairs back at the house, surely one of them will have something to say!" If you, like me, have ever tried talking to a chair you know how hard it is to get a quote out of a chair; rather like trying to convince a politician to quit throwing sound bites at you. Apparently those torrents of primal chaos were having more effect on me than I realized at the time; I was convinced that at least one of the chairs would have something to say.

I started with the dinette chairs. They normally love to interact with people. No dice. Not even the promise of comfy cushions for their seats and fresh wood glue for their rungs made a dent. Asking for a quote just put their backs straight up (they've always been the quiet but dignified type).

Next I asked the glider chair; she swung thoughtfully for a while and finally told me to ask the rocker. Like asking the rocker was going to help! The glider knew that the the rocker still wasn't speaking to me over that brief period of storage in my mother-in-law's attic!

In desperation, I turned to the office chairs; we have a whole contingent of them here in the house. Mine, my wife's, my daughter's, my son's, and couple of others just because. To a chair, they tilted back, waggled their casters in my face, spun their seats around, and rolled away. Talk about rude; and after all the efforts I made to ensure every one of those chairs had good casters to roll on, too!

Sigh. I'll have to make something up myself now; I hope the *BSFAN* editor isn't too upset.

I wasn't planning on chairing Balticon 43. I was going to chair Balticon 44, next year. Balticon 43 was going to be my apprenticeship, learning the ropes of being a Balticon Chair. But as I have often said, life is what happens while you're making plans.

I wish I could claim credit for this year's fabulous line up of GoHs but I can't. Most of the GoHs were selected before I became chair; the others come to us because extremely patient members of the ConCom explained, in very small words, why these GoHs would make this a fabulous Balticon. Without regard to how we got this set of GoHs, I am excited to have all of these GoHs at "my" Balticon and I hope that you are as excited about this year's GoHs as I am.

Being the chair for Balticon means that I get to sit at the big table in the front of the room during the planning meetings. Sitting up there, with torrents of the primal chaos of convention management streaming past, has made it clearer than ever that it is the ConCom that really organizes the Balticon. Elsewhere in this edition of the *BSFan* is a list of the ConCom; go look it up, I'll wait for you... OK, so, now that you've seen the list, you know who to thank for putting this Balticon together; please thank them when you see them at the con. No Balticon chair could do this without the ConCom.

After all the planning comes the actual Balticon—the convention wouldn't happen without the ongoing efforts of the ConCom, the convention staff, and the volunteers. Please remember to thank all of them for me; they've all been working really hard to make this Balticon happen for all of us this weekend.

Last of all, thank you to all of the convention guests and members who have come out to spend this Balticon weekend with us here in Hunt Valley this year.

Steven Joel Zeve

Chair, Balticon 43

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Belisarius 2 Art by Kurt Miller

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Credits

Cover Artwork by Kurt Miller
 Front Cover: "Star Dancer"
 Back Cover: "ADCP"
 Inside Front Cover: "Belisarius"
 Inside Back Cover: "Hell Hath No Fury"

Color Insert Pages
 GraphicAudio
 Dark Quest Books
 Lisa Snellings: Poppets and Art
 Artwork: "Twilight at the Well of Souls" by Kurt Miller
 Artwork: "The Red Dragon Symphony" by Kurt Miller
 Lillian Cauldwell/PIVTR
 Balticon Sales Table
 Buffalito Destiny
 Ravyn Multimedia/Ravynflight Studios
 Artwork: "Harald Cover" by Kurt Miller

Other
 Balticon 43 Badge Art: "Spectral Rails" by Kurt Miller
 Balticon 43 T-Shirt Art (Sale Shirt): "Outlive" by Kurt Miller
 Balticon 43 T-Shirt Art (Volunteer Shirt):
 "Berserker Man" by Kurt Miller

Balticon 43 Committee

Balticon 43 Chair:	Steven Joel Zeve	Promotional & Event DVDs:	Eric "Dr. Gandalf" Fleischer
Balticon 43 Vice Chair:	Steven Joel Zeve	Program Participants' Green Room:	Perrienne Lurie
Balticon Treasurer:	Shirley Avery	Publications Coordinator:	Patti Kinlock
Program Coordinators:	Sue Wheeler, Anne-Marie Young	BSFAN Editor:	Patti Kinlock
Anime Room:	Robert M. Chase	Flyers:	Nora Wright, Patti Kinlock
Art Program:	Helen "Halla" Fleischer	Pocket Program:	Anne-Marie Young
Art Program Assistant:	Eric "Dr. Gandalf" Fleischer	Publicity/Public Relations:	Mark Owings
Art Show Queen:	Shirley Avery	Registration Coordinator:	Brian Alexander
Art Show Chancellor:	Martin Deutsch	Assistant Registration Coordinator:	Lee Anne Dink
Art Show Assistant:	Nora Wright	Registration Assistant:	Megan Allen
Art Show Auctioneer:	Eric "Dr. Gandalf" Fleischer	Registration Computer Services:	Mark Schleifer
Children's Program:	Miriam Winder-Kelly	RIF Coordinator:	Kelly Shannon Pierce
Children's Program Assistants:	Eta Hack, The Banes of Balticon	Assistant RIF Coordinator:	Jim Wilmering
Con-Suite:	Leigh Eirich	RIF Auctioneer:	Eric "Dr. Gandalf" Fleischer
Fan Tables/Artist Alley:	Liz Lewis	RIF Liaison:	Marty Gear
Filk Program:	"Gorgeous" Gary Ehrlich	Rocket Mail Editor:	Anne-Marie Young
Gaming Program:	Kory Kaese	Science Program Coordinator:	Miriam Winder-Kelly
Tabletop Gaming Room:	Hal Haag	Science Program Tech:	Paul Loeschke, Dana Carson, Ed Germroth
Guest of Honor Liaison Coordinator:	Dan Guy Fowlkes	Special Needs Coordinator:	Ellen Montgomery
Guest of Honor Liaisons:	Miranda Mason, Gary Ehrlich, Yannis Stefanopoulos, Emily Whitten, Ticia Isom, Eden Miller	Sponsorships Coordinator:	Jonette Butler
Hall Costume Awards:	Brian Butler	Sunday Night Short Film Festival Coordinator:	Jonette Butler
Hotel Liaison:	Pete Eirich	Assistant Film Festival Coordinator:	Lance Oszko
Assistant Hotel Liaison:	Ann Marie Rudolph	Tchotchke Tchair (Sales Table):	Patti Kinlock
Head Hucksters (Dealers' Room):	Larry Sands, Kathy Kasprzak	Tech Director:	Michael Rafferty
Information Desk:	Ray Galacci	Tech Logistics:	Lee Morey
Jack L. Chalker Young Writers' Contest:	Marty Gear, Miriam Winder-Kelly	Video Room:	Thomas "The Red" Horman
Kamikaze Computer Services:	Mark Schleifer, Dan Brashler, Craig Forbes, Jay Forbes, Megan Schleifer, Greg Wright	Volunteer Coordinator:	Jonette Butler
LARP:	Miriam "Emi" Steiner	Webmaster:	Eric "Hymie" Hymowitz
Literary/Fannish Program:	Jul Dwings, Mark Dwings	Assistant Webmaster:	Nora Wright
Live Theater Coordinator:	Dan "Renfield" Corcoran	Writers' Workshop:	Steve Lubs
Loadmaster:	Martin Deutsch		
Logistics:	Brian Butler		
Masquerade:	Marty Gear		
Masquerade Green Room:	Cindy Shockey		
New & Popular Media Ninja:	Paul Fischer		
New & Popular Media Assistants:	Harknell, Onezumi, Fred Wolke, Tee Morris		
Balticon Podcast:	Paul Fischer, Martha Holloway		
Operations Commander:	Greg Wright		
Party Coordinator:	Liz Lewis		
Phan Artist Award:	Helen "Halla" Fleischer		
Poetry Program/Poetry Contest:	Patti Kinlock		

Fannish Lore Says There is a 5-2-1

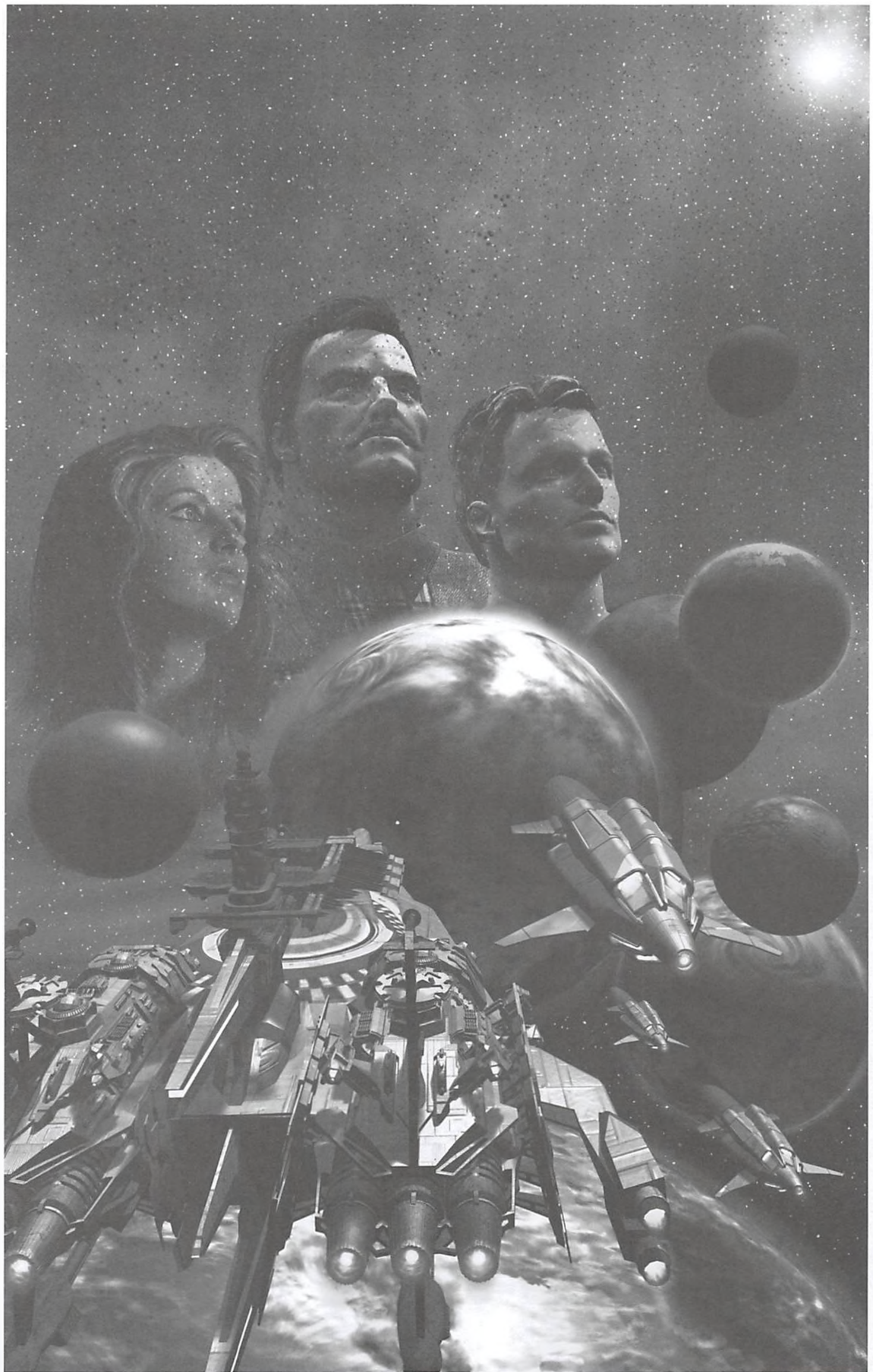
Rule of Convention Attending:

5 Hours of Sleep

2 Meals a Day

1 Shower

(The last item is **not** negotiable.)

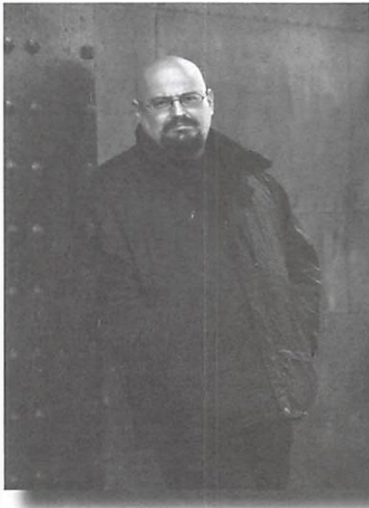


Patriots

Art by Kurt Miller

Author Guest of Honor

Charles Stross



Charles Stross, 44, is a full-time science fiction writer and resident of Edinburgh, Scotland. The author of six Hugo-nominated novels (notably *Saturn's Children*, on this year's shortlist) and winner of the 2005 Hugo award for best novella (*The Concrete Jungle*), Stross's works have been translated into over 12 languages.

Like many writers, Stross has had a variety of careers, occupations, and job-shaped-catastrophes in the past, from pharmacist (he quit after the second police stake-out) to first code monkey on the team of a successful dot-com startup (with brilliant timing he tried to change employer just as the bubble burst). He now lives and works in an apartment older than the Republic of Texas with two cats and his wife, Feorag, who is also attending Balticon this year.

Web site: <www.antipope.org/charlie/>.



Zhang Jue

Art by Kurt Miller

Charles Stross: A Bibliography*

Fiction:

- *Accelerando* (Ace 2005, hc) (Time Warner UK/Orbit 2005, hc) (SFBC 2005, hc) (Little, Brown UK/Orbit 2006, pb) (Ace 2006, pb) Rewritten from: *Lobsters / Troubadour / Tourist / Halo / Router / Nightfall / Curator / Elector / Survivor*.
- *The Atrocity Archives* (Golden Gryphon Press 2004, hc) (Ace 2006, tp) (Little, Brown UK/Orbit 2007, pb) Contents: *The Atrocity Archives / The Concrete Jungle*.
- *The Clan Corporate* (Tor 2006, hc) (Tor 2007, pb)
- *The Family Trade* (Tor 2004, hc) (Tor 2005, pb) (Macmillan/Tor UK 2007, pb)
- *Glasshouse* (Ace 2006, hc) (SFBC 2006, hc) (Little, Brown UK/Orbit 2007, pb) (Ace 2007, pb) (Orbit 2008, pb)
- *Halting State* (Ace 2007, hc) (SFBC 2007, hc) (Little, Brown UK/Orbit 2008, tp)
- *The Hidden Family* (Tor 2005, hc) (Tor 2006, pb)
- *Iron Sunrise* (Ace 2004, hc) (Time Warner UK/Orbit 2005, hc) (Ace 2005, pb) (Time Warner UK/Orbit 2005, pb)
- *The Jennifer Morgue* (Golden Gryphon Press 2006, hc) (Little, Brown UK/Orbit 2007, pb) Contents: *The Jennifer Morgue / Pimpf*.
- *The Merchants' War* (Tor 2007, hc)
- *Missile Gap* (Subterranean Press 2007, hc) The novella as a small book.
- *On Her Majesty's Occult Service* (SFBC 2008, hc) Contents: *The Atrocity Exhibition / The Concrete Jungle / The Jennifer Morgue / Pimpf*.
- *Saturn's Children* (Ace 2009, hc) (Little Brown UK/Orbit 2008, hc)
- *Singularity Sky* (Ace 2003, hc) (Time Warner UK/Orbit 2004, hc) (Ace 2004, pb) (Time Warner UK/Orbit 2005, pb)
- *Timelike Diplomacy* (SFBC 2004, hc) Contents: *Singularity Sky / Iron Sunrise*.
- *Toast and Other Rusted Futures* (Cosmos 2005, tp) Contents: *Antibodies / Bear Trap / Extracts from the Club Diary / A Colder War / Toast: A Con Report / A Boy and His god / Ship of Fools / Dechlorinating the Moderator / Yellow Snow / Big Brother Iron / Lobsters*.

Series:

- *Accelerando / Glasshouse*.
- *The Atrocity Exhibition / The Concrete Jungle / The Jennifer Morgue / Pimpf / Down on the Farm*
- *The Family Trade / The Hidden Family / The Clan Corporate / The Merchants' War*
- *Singularity Sky / Iron Sunrise*

Nonfiction:

- *The Web Architect's Handbook* (Addison-Wesley 2006, tp)

Uncollected Fiction:

- "Ancient of Days," in *Weerde: Book 1*, ed. Mary Gentle & Roz Kaveney, Roc UK 1992
- "Approaching Xanadu," in *Strange Plasma #2* 1990
- "The Boys," in *Interzone #22* 1987
- "Examination Night," in *Villains!*, ed. Mary Gentle & Roz Kaveney, Roc UK 1992
- "Flowers from Alice" (with Cory Doctorow), in *New Voices in Science Fiction*, ed. Mike Resnick, DAW 2003; *Science Fiction: The Best of 2003*, ed. Karen Haber & Jonathan Strahan, ibooks 2004; *Beyond Singularity*, ed. Jack Dann & Gardner Dozois, Ace 2005; in *The Mammoth Book of Extreme Science Fiction*, ed. Mike Ashley, Robinson 2006
- "Generation Gap," in *Interzone #31* 1989
- "In the DreamTime," in *Interzone #26* 1988
- "Isolation Dreams," in *Cassandra Anthology #13-14* 1987
- "Jury Service" (with Cory Doctorow), in *Sci Fiction website* Dec 3 2002
- "Last Death of the Iron Brain," in *Auguries #4* 1986
- "MAXO Signals" (with Caroline Haafkens & Wasii Mohammed), in *Nature* Aug 25 2005; *Futures from Nature*, ed. Henry Gee, Tor 2007
- "The Midlist Bombers," in *Far Point #3* 1992
- "Milk," in *Cassandra Anthology #10* 1986
- "Minutes of the Labour Party Conference, 2016," in *Glorifying Terrorism*, ed. Farah Mendlesohn, Rackstraw Press 2007
- "Monastery of Death," in *Warhammer: Deathwing*, ed. Neil Jones & David Pringle, GW Books 1990
- "The Rapture of the Nerds: Jury Duty and Appeals Court" (with Cory Doctorow), in *Argosy Magazine* May/June 2004
- "Red, Hot and Dark," in *Weerde: Book 2*, ed. Mary Gentle & Roz Kaveney, Roc UK 1993
- "Remade," in *Cosmos* Sep 2005
- "Rogue Farm," in *Live Without a Net*, ed. Lou Anders, Roc 2003; *Year's Best SF 9*, ed. David G. Hartwell & Kathryn Cramer, HarperCollins/Eos 2004; *The Year's Best Science Fiction: Twenty-first Annual Collection*, ed. Gardner Dozois, St. Martin's Griffin 2004; *Beyond Singularity*, ed. Jack Dann & Gardner Dozois, Ace 2005
- "SEAG and Destroy," in *There Won't Be War*, ed. Harry Harrison & Bruce McAllister, Tor 1991
- "Snowball's Chance," in *Nova Scotia: New Scottish Speculative Fiction*, ed. Neil Williamson & Andrew J. Wilson, Crescent Books 2005; *Fantasy: The Very Best of 2005*, ed. Jonathan Strahan, Locus Press 2006
- "Something Sweet" (with Simon D. Ings), in *New Worlds 1*, ed. David S. Garnett, London: Gollancz 1991
- "Terrorists," in *Cassandra Anthology #6* 1985
- "Tolkowsky's Cut" (with Simon D. Ings), in *New Worlds 3*, ed. David S. Garnett, London: Gollancz 1993
- "Trunk and Disorderly," in *Asimov's* Jan 2007
- "Unwirer" (with Cory Doctorow), in *ReVisions*, ed. Julie E. Czerneda & Isaac Szpindel, DAW 2004

Artist Guest of Honor

Kurt Miller

KURT MILLER by Kurt Miller

I was born in 1968 in Silver Spring, MD and was raised near the Chesapeake Bay. There were troubled times in my early school days due to my addiction to drawing and my dyslexia, which affected my reading writing and speech. I drew through some of the most boring lectures in school and on anything with a blank space big enough, like books, napkins, notepads inside and out, and my walls at home, which later caused my parents to designate a wall for drawing on. Through the first to second grade my teachers really thought my constant drawing during class would disrupt my future education and never realized the true problem lay with my dyslexia. I later found out that the school would report to my family that my future, at best, would be janitor mopping floors. My parents refused to believe this and found a program specialized to help children with dyslexia. Through the rest of my elementary studies I stayed with a small group of classmates and managed to befriend another kid, named Ojay, who I could draw with at lunchtime or after class. Later *Star Wars* became a fascination I shared with Ojay, whom I would compete with to see who could draw the best *Star Wars* characters.



During high school there were many things that distracted me from my drawing, girls and sports became more of my focus, but I missed out on all the extra art programs. I only realized in my last year of high school that I knew art would be my future.

So my parents helped me create my portfolio for college submission and if I didn't get a scholarship I knew college would be a long and expensive task. My first step was to attend a multi school portfolio review. My goal was to try to attend Rhode Island School of Art or Maryland Institute College of Art, which unfortunately gave me a somewhat poor review, and which killed any possibility of winning any kind of scholarship. My father and I made a last desperate attempt at editing my portfolio on the spot to take out much of the cartoon Conan sketches and show the more unique silkscreen painting. Ironically, I really didn't like it as much and hid it away from most reviews, but it won me an acceptance at a two-year private school, Maryland College of Art and Design, with awards and scholarships.

MCAD is a small school but I learned a lot as they were determined to get us few artists accepted to the bigger schools for continued education. After two years I won another scholarship to one of the schools that had turned me down two years earlier: Maryland Institute College of Art, and after three more years I graduated with Award of Merit in Illustration.

While in school, I was offered several non-paying internships but I needed to support myself and didn't accept. After I graduated, I found myself doing landscaping and retail work and trying to find freelance work on the side. I look back now and see how crude my work and ad promos were but it was good that I learned my lesson then rather than later. I remember working at Borders Books and shelving all these great book covers in the Sci-Fi Fantasy section by Jim Burns, Michael Whelan, Ken Kelly, Easley and Larry Elmore and imagining myself sharing the shelf with these awesome artists. It was frustrating and depressing not being there but it really motivated me and the nights I arrived home from work, I would just paint to gain skill, if there wasn't any freelance work lined up.

My luck started to change in '94 when Avalon Hill wanted to buy one of my military pieces of Rommel the "Desert Fox" which they saw on a promo sheet I sent out. I was excited to see the president of the company wanted the painting for his own wall but was still disappointed that it was not for a game cover.

Now that I had their attention and found that they were big on military art for their war game products, I started to research the subject more and painted pieces that would later get my foot in the door for an interview that gained me a position later that year. The pay wasn't great plus it was a work-for-hire contract, but what mattered more to me was exposure, published work, and commercial art experience, and it also allowed me to indulge my other passion, gaming.

Avalon Hill is where I truly perfected my commercial art skills. They promoted me to their lead illustrator and allowed me to take full control of illustrating game packages such as "Advance Squad Leader," "Diplomacy," "Machiavelli," "Hannibal," "Successor," "Titan Arena" and "Age of Renaissance." Four years later, a group of employees got together to form a computer game company called Talonsoft.

For much of that year I turned them down, as I was a bit intimidated by the computer and felt that I wouldn't be much help for them, and, besides, I was enjoying my current job. A co-worker, Tyson Milbert, at Avalon Hill, later encouraged me to look into the computer aspect and introduced me to Bryce 3D and Photoshop. Still inexperienced, but since being in-house gave me security and allowed me to learn, I began producing pieces with this new medium. So I saw myself slowly moving away from oil, gouache paint and the airbrush; I quickly became hooked to the computer even after that initial intimidation. I saw things that otherwise would be very difficult to do in a painting or airbrush. This whole new world of working digitally allowed me to experiment with no real risk and allowed me to save this incredible image I created on a single layer. The computer was more fun and much less stressful than an airbrush. The days of airbrushing when I had to cut friskette with a blade only to spray paint underneath because it didn't stick properly, then to have the air gun spit water from a residue build up onto my nice sky with a water soluble gouache paint, ARRRH, were over.

Later, in 1998 I finally accepted to go on board with the Talonsoft team and found out six months after leaving that Avalon Hill was bought out by Hasbro and all of the staff were let go. I now really dug in deep with various computer software, like Strata 3D, 3D Max, and Adobe

Illustrator, in addition to learning new tricks with Adobe Photoshop and mastering my Bryce 3D. I started to play around more with 3D programs, which allowed me to rotate my scene and import figure models to real environment settings. I was then able to render them to a psd file for that final 2D painting with a Wacom tablet in Photoshop. Now this new method of making art became really fun and working for a game company and seeing your art being played was very rewarding.

Two years after joining Talonsoft, we merged with Take Two Interactive and I went from in-game artist to their game cover artist and published award winning titles like "East Front," "West Front," "Century of War," "Age of Sail," "Vietcong," "Tropico" and "Railroad Tycoon 3."

In 2001 the company started to downsize and my own position was being threatened, so once again I started freelancing and distributing promos. By 2003 I was one of the last few to be laid off and that's when I decided it's time to be my own boss.

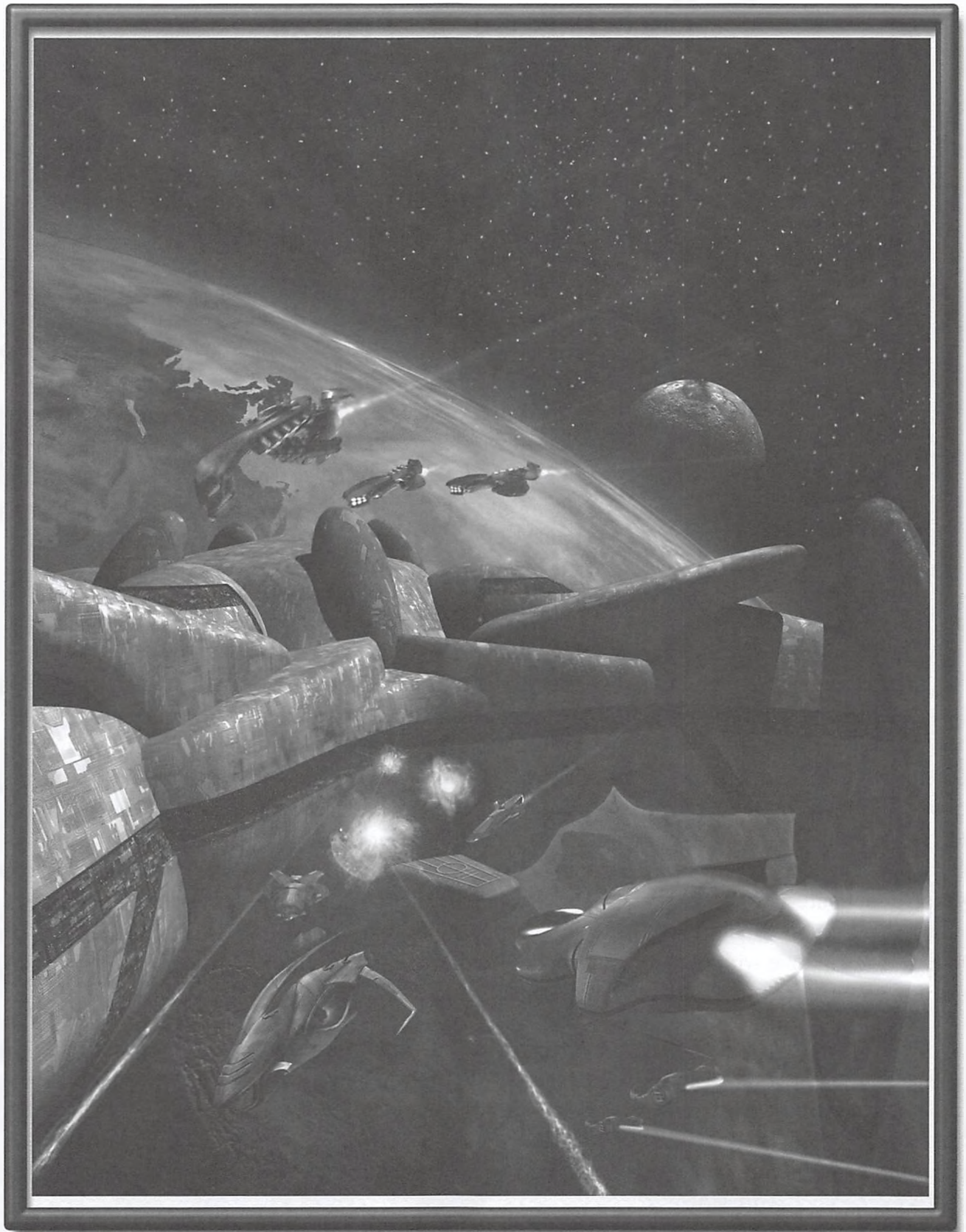
With a lot of help from my wife and family we worked on a business plan to incorporate my business to KMI Studio, LLC and took on some reliable clients, which remain to this day. Not committing myself to one genre, I accepted a mix of illustration jobs from book covers to advertisement, greeting cards, editorial for magazines and, of course, the gaming industry.

The first year of total freelancing was a little shaky and a lot of my salary went towards advertising on the web and to the directories. Eventually, the workflow was non-stop with about 12-15 book covers alone in a single year with Baen Books. I've also worked with others in the book industry like Simon and Schuster and Bookspan and I was accepting editorial pieces just about every other month with *National Geographic*, *The Military Officer* magazine and computer covers for Activision, EA, ID and 3D Realm. If a day or two opens up I'll fill those in with some work for the greeting card industry. Additionally, I have created board game pieces for Fantasy Flight, Hasbro, Triking Games, Multi-Man Publisher, Valley Games and the new Avalon Hill. This eclectic mix of clients has kept me on my creative toes.

The small breaks I get between jobs are the times I attend conferences where I meet with all kinds of fascinating customers and other artists to share quality moments with. The small lists of cons I attend every year are Balticon, WBC, Gencon, Libertycon and Origins. Some of the conventions I aspire to attend are Spiel in Essen, Germany, Worldcon and Dragoncon.

I believe the only time I'll slow down on the commercial stuff will be when I'm at the retiring age. A small part of me still misses that oil paint smell so I may some day go back to paint in oil for myself, oh no, and for my wife, of course. Maybe something else very cool will pop up for the artist to play with in my lifetime. Can't wait.

Web site: <www.kmistudio.com>.



Stars!
Empire Interactive

July 2000

Art by Kurt Miller

Music/Filk Guest of Honor

Mary Crowell

Mary Crowell: The Marvelous Mistress of Magnus Retail by Brenda Sutton



Most of us filkers struggle along with our instruments, hacking and faking our way through three-chord songs. Not so Mary Crowell. She's actually Dr. Mary Crowell, a former college professor of music and adept piano teacher. Mary knows music the way a sommelier knows wine, and she uses her knowledge to the benefit of the rest of us, underpinning our three-chord songs with arpeggios full of sevenths flatted, diminished, and mobiused—and she makes us all sound so much better.

I first met Mary in 2001 when some good gaming buddies of hers dragged her off to *GAFilk*. She'd been making up a few songs about their D&D characters' antics, and they knew that the folks at *GAFilk* were going to love Mary's music. We watched this beautiful young woman lug her keyboard (not the most portable of filk instruments, mind you) into the filk room with a slight amount of dread and a large measure of anticipation. And then she played her opening measures—all Gershwin, bluesy, and fine—we all relaxed. This was going to be an expertly arranged piece of music. And then she sang. Oh my stars and little purple comets, she sang!—with a sultry, southern voice that made most of the men in the room melt into puddles on the ballroom floor. And *what* she sang—challenging lyrics with internal structure, plot, and daring wit. Mary's first foray into filk was an unmitigated success. We fell in love with her and her charming Dungeon Master/pediatrician/masterchef husband, Dr. Wesley Crowell. (We met their precocious, creative son, Simon, later in the year, and fell in love with him, too. Simon has been the inspiration for many of Mary's songs, and shares a co-writing credit for *Get Down Mama*.)

The next year, we asked Mary to entertain at *GAFilk's* banquet. The setting was just too perfect to waste—grand piano, lovely lady in a slinky dress, brandy snifter tip jar. Everyone loved it, so we hammed it up even bigger the next year with a lounge-act-glitter-and-feather-boas glossy poster. Each following year something new was added to the act—a bass player, a drummer, a guitarist or two, a sax or three, a trumpet, more singers—and *voilà!* *GAFilk* soon had one of the most amazing house bands ever, *Play it with Moxie*.

A few years later, when Gwen Knighton married a crazy Irishman and moved to England, *Three Weird Sisters* found ourselves one Sister short. Teresa Powell and I loved the *TWS* music and didn't want it to end, so I suggested that Mary might fill our gaping hole in the band. I mean, come on—pretty, talented, charming, fun-loving, keyboard singer/songwriter living not too far away in

Alabamaland—Mary was the perfect choice. "Would you like to be our sister?" we asked. She squeeed a little, accepted, and we were oh so grateful to have her.

Becoming a Sister wasn't easy, and Mary worried that she wouldn't be able to match Gwen's sound. At that first rehearsal, T and I were amazed at Mary's ability to not only nearly recreate the harp on her keyboard, but the exact vocal harmonies as well. Eventually we all relaxed into the music and the arrangements moved into new and different and Mary-influenced sounds. We found that we enjoyed this new sound just as much as the old sound. Alabamaland turned out to be farther away than any of us thought, so we rotated practices and shared the driving. Music weekends at Mary's house are always made even better by the magnificent cooking of Wesley Crowell, who delights in filling our tummies with delicious food. Then we really lucked out when Mary's songwriting kicked into overdrive. Other than the handful of D&D-inspired songs, she'd never let herself explore the wide possibilities filk offers. Music with crows and goddesses, myths and heroes, sex and puzzles started pouring out of Mary's mind and hands. Her music students were treated to very unusual songs, by collegiate music class standards, and we even played a concert at the college where many of them sang along.

Mary has this magical power, you see, but she only uses it for good. Don't let that pretty, flirty exterior fool you. Mary is a very strong, complex, passionate, and compassionate person who owns a creative mind and an overwhelming ability to improve everything she touches. Before you know it, you'll find yourself on the floor in Downward Facing Dog position. I consider myself fortunate in the extreme that Mary touched my life. Now she gets to touch yours. *Mwaaahahahahahahaheehheehheee. Squeee.*

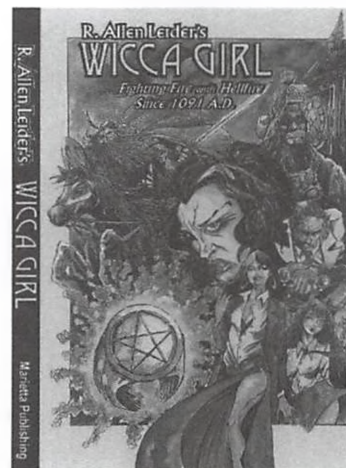
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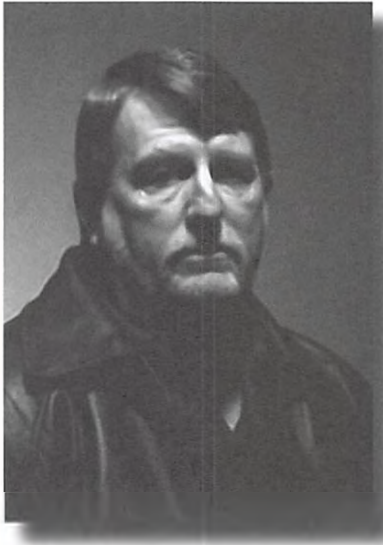
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2008 Compton Crook Award Winner

Mark L. Van Name



Mark L. Van Name, whom John Ringo has said is "going to be the guy to beat in the race to the top of SFdom," has worked in the high-tech industry for over 30 years and today runs a technology assessment company in the Research Triangle area of North Carolina. A former Executive Vice President for Ziff Davis Media and national technology columnist, he's published over a thousand computer-related articles and multiple science fiction stories in a variety of magazines and anthologies, including the *Year's Best Science Fiction*. His first novel, *One Jump Ahead*, appeared in June 2007 and began the *Jon & Lobo* series. The second book in the series, *Slanted Jack*, appeared in July 2008. An anthology, *Transhuman*, that he coedited with T.K.F. Weisskopf and which contains a short story of his, appeared in February 2008.

Web site: <www.markvanname.com>.

2009 Compton Crook Award Contenders

Into the Storm: Destroyermen, Book I

Taylor Anderson

Roc Books

Black Ships

Jo Graham

Orbit Books

Singularity's Ring

Paul Melko

Tor Books

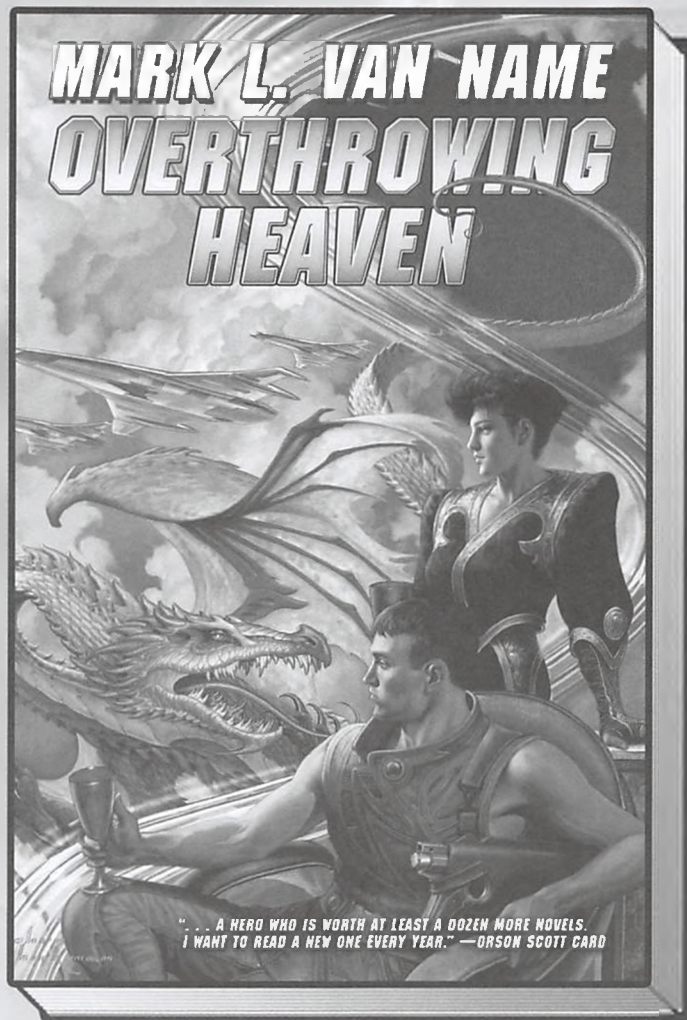
The Way of Shadows (The Night Angel Trilogy)

Brent Weeks

Orbit Books

Compton Crook Award Rules:

1. This must be an author's first science fiction, fantasy or horror novel.
2. The book must have been published in the calendar year immediately preceding the current Balticon.
3. The members of BSFS as a committee of the whole decide on the best after reading all the new novels.
4. Come to think of it, there is no fourth rule.



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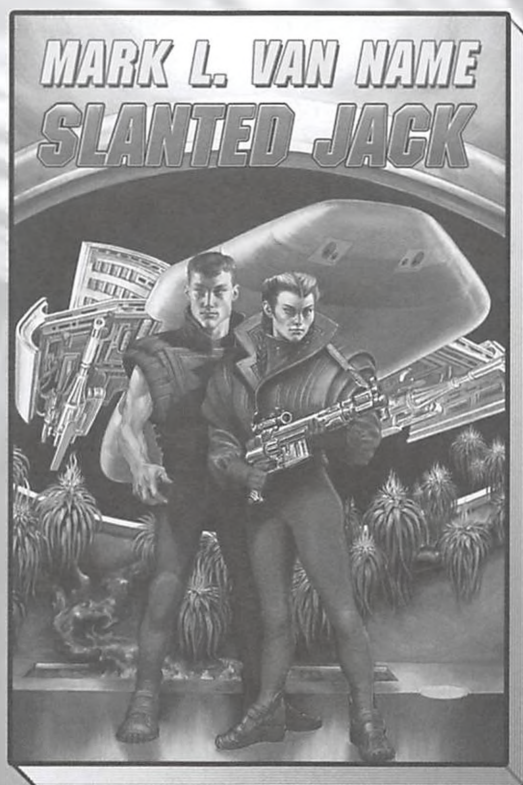
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Balticon Number	Year Awarded	Author	Book Title
17	1983	Donald Kingsbury	<i>Courtship Rite</i>
18	1984	Christopher Rowley	<i>The War for Eternity</i>
19	1985	David R. Palmer	<i>Emergence</i>
20	1986	Sheila Finch	<i>Infinity's Web</i>
21	1987	Thomas T. Thomas	<i>The Doomsday Effect</i>
22	1988	Christopher Hinz	<i>Liege-Killer</i>
23	1989	Elizabeth Moon	<i>Sheepfarmer's Daughter</i>
24	1990	Joseph Sherman	<i>The Shining Falcon</i>
25	1991	Michael F. Flynn	<i>In the Country of the Blind</i>
26	1992	Carol Severance	<i>Reef Song</i>
27	1993	Holly Lisle	<i>Fire In The Mist</i>
28	1994	Mary Rosenblum	<i>Dry Lands</i>
29	1995	Doranna Durgin	<i>Dun Lady's Jess</i>
30	1996	Daniel Graham	<i>The Gatekeepers</i>
31	1997	Richard Garfinkle	<i>Celestial Matters</i>
32	1998	Katie Waitman	<i>The Merro Tree</i>
33	1999	James Stoddard	<i>The High House</i>
34	2000	Stephen L. Burns	<i>Flesh and Silver</i>
35	2001	Syne Mitchell	<i>Murphy's Gambit</i>
36	2002	Wen Spencer	<i>Alien Taste</i>
37	2003	Patricia Bray	<i>Devlin's Honor</i>
38	2004	E.E. Knight	<i>Way of the Wolf</i>
39	2005	Tamara Siler Jones	<i>Ghosts in the Snow</i>
40	2006	Maria V. Snyder	<i>Poison Study</i>
41	2007	Naomi Novik	<i>His Majesty's Dragon</i>
42	2008	Mark Van Name	<i>One Jump Ahead</i>
43	2009	TBA at the con	<i>TBA at the con</i>

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Special Guest of Honor

Scott Sigler

New York Times best-selling novelist Scott Sigler is the author of *Infected* and *Contagious*, major hardcover thrillers from Crown Publishing. Before he was published, he built a large online following by giving away his self-recorded audiobooks as free, serialized podcasts. His fans, known as "Junkies," have downloaded over seven million individual episodes of his stories.

Scott reinvented book publishing when he released *Earthcore* as the world's first "podcast-only" novel. Released in 20 weekly episodes, *Earthcore* harkened back to the days of serialized radio fiction and picked up 10,000 subscribers along the way.

His next podcast novel, *Ancestor*, drew 30,000 listeners and saw 700,000 episodes downloaded by fans. The buzz caused Sirius Satellite to pick up the novel, making it the first audiobook serialized on the satellite network. Thanks to his online fanbase, when *Ancestor* was released in print from a small independent publisher, it tore up the *Amazon.com* charts. Despite having no marketing, no advertising and no media coverage, *Ancestor* hit #1 in Horror, #1 in SciFi, #2 in fiction (behind only the seventh *Harry Potter* novel) and was #7 overall.

Scott's innovative use of technology puts him at the forefront of modern-day publishing and has garnered brand-name exposure among hundreds of thousands of fiction fans and technology buffs. In addition to logging over 50 major-market radio interviews, he's been covered in *Time Magazine*, the *Washington Post*, the *New York Times*, the *San Francisco Chronicle*, *Entertainment Weekly*, *Publisher's Weekly*, the *Huffington Post*, *Business Week* and *Fangoria*.

A Michigan native, Scott lives in San Francisco with his wife and dog.

Scott is responsible for many inventions, including podcasting, the internet, and the internal combustion engine. And trees, those were his. Okay, so he worked with Al Gore on the internet, but Scott did most of the work. He made his first podcast in 1978. It is a well-known fact that he has podcast every Sunday, without fail, since that time (with the exception of Super Bowl Sundays, which Scott claims as the ultimate holy day).

Scott is just a hair under 7-foot-3. He can juggle three kittens and a flaming Michael Jackson while hopping on one leg for, like, over 10 minutes without falling over. That's rad. Don't lie to me, you know it's rad, you just don't want to look uncool in front of your friends. Fine, Mister Cool Guy, go ahead and act disinterested.

We know you'll be back. Web site: <www.scottsigler.com>.



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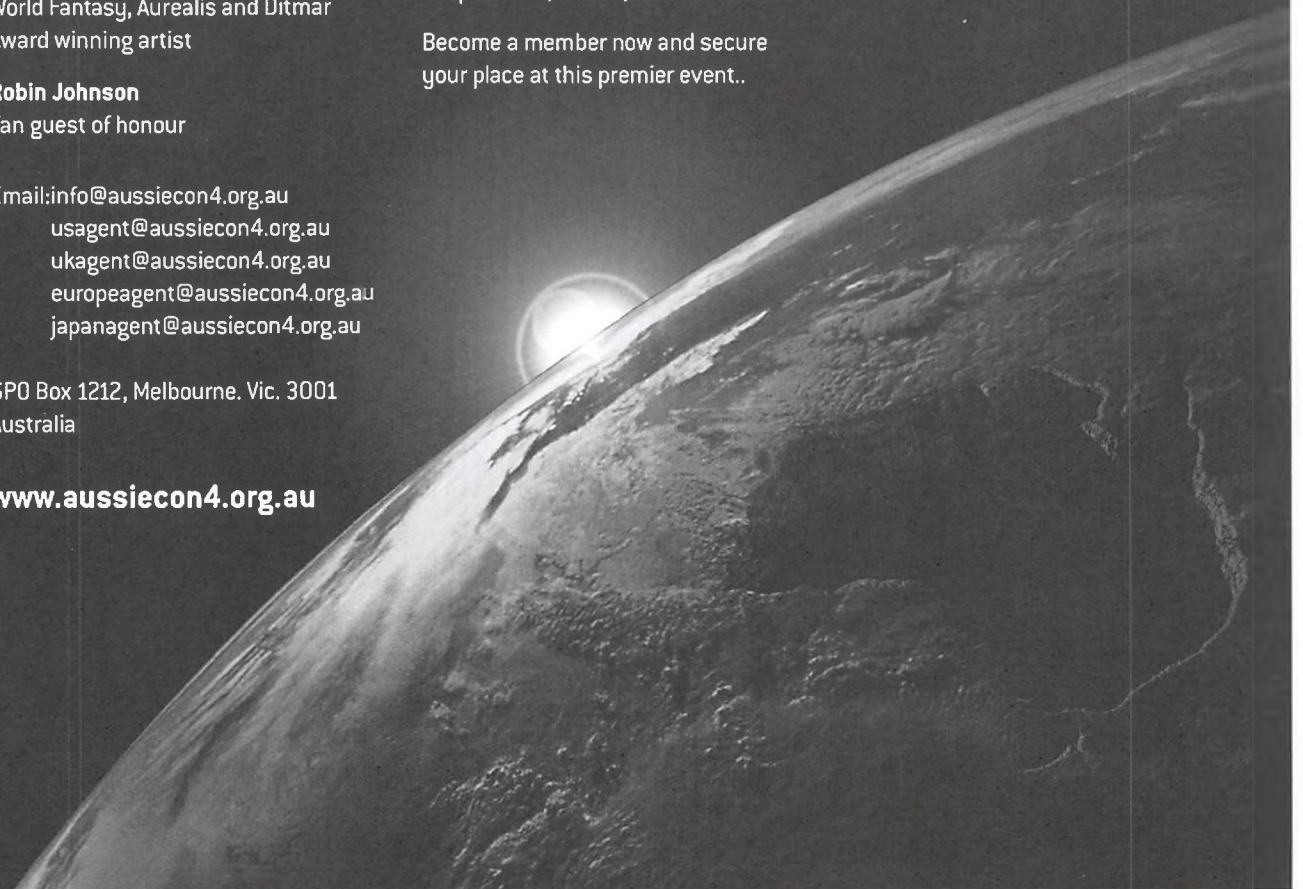
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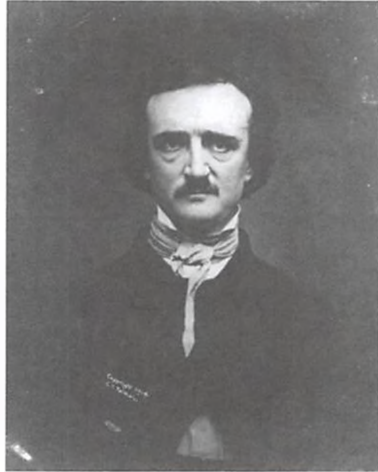
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Ghost of Honor

Edgar Allan Poe



His Literary Legacy: The works of American author Edgar Allan Poe (January 19, 1809–October 7, 1849) include many poems, short stories, and one novel. His fiction spans multiple genres, including horror fiction, adventure, science fiction, and detective fiction, a genre he is credited with inventing. These works are generally considered part of the Dark romanticism movement, a literary reaction to Transcendentalism. Poe's writing reflects his literary theories: he disagreed with didacticism and allegory. Meaning in literature, he said in his criticism, should be an undercurrent just beneath the surface; works whose meanings are too obvious cease to be art. Poe pursued originality in his works, and disliked proverbs. He often included elements of popular pseudosciences such as phrenology and physiognomy. His most recurring themes deal with questions of death, including its physical signs, the effects of decomposition, concerns of premature burial, the reanimation

of the dead, and mourning. Though known as a masterful practitioner of Gothic fiction, Poe did not invent the genre; he was following a long-standing popular tradition.

Poe's literary career began in 1827 with the release of 50 copies of *Tamerlane and Other Poems* credited only to "a Bostonian," a collection of early poems which received virtually no attention. In December 1829, Poe released *Al Aaraaf, Tamerlane, and Minor Poems* in Baltimore before delving into short stories for the first time with "Metzengerstein" in 1832. His most successful and most widely-read prose during his lifetime was "The Gold-Bug," which earned him a \$100 prize, the most money he received for a single work. One of his most important works, "The Murders in the Rue Morgue," was published in 1841 and is today considered the first modern detective story. Poe called it a "tale of ratiocination." Poe became a household name with the publication of "The Raven" in 1845, though it was not a financial success. The publishing industry at the time was a difficult career choice and much of Poe's work was written using themes specifically catered for mass market tastes.

Source: <http://en.wikipedia.org/wiki/Bibliography_of_Edgar_Allan_Poe>

His Mysterious Death: Edgar Allan Poe was buried on the grounds of Westminster Hall following his death in Baltimore at the age of 40. Members of Poe's family had lived in the city of Baltimore for many years, his grandfather being a prominent merchant and Quartermaster General in Washington's Army. In the early 1830s, Poe lived with his aunt on Amity Street for three years, married her daughter (his cousin) in 1835, and left the city to reside elsewhere until his death 14 years later. Although the circumstances surrounding Poe's final days remain a mystery, he returned alone to Baltimore in 1849 on a trip from Richmond to New York, and was found in a semiconscious state on a doorway on Lombard Street. He died five days later, on October 7th, probably suffering from pneumonia and his own fragile mental and physical condition. Virginia, his wife, and Maria Poe Clemm, his aunt, are buried beside him.

Source: "Westminster Hall and Burying Ground"
(pamphlet), Westminster Preservation Trust, Inc.

Balticon 43 Poetry Contest Winners

This Is What You Must Do

First, walk
through city streets congested
with lightning-eyed boys and half-sleeping girls.
Choose one if you like;
take him home, make her coffee, talk all night.

Next, cut
down the alley veiled
with shredded billboard posters, dangling like torn silk.
Choose your usual path if you like;
the alley lit with fairy lights, crammed with teahouses and cafes.

Then, slip
into the club,
lights dyeing the fog of dry ice.
Choose to stay here if you like;
dance yourself into a bliss, sweat until you've washed away the city's dirt.

Finally, sidle
through the bodies on the dance-floor,
slick with sweet spilled liquids.
Peek around you – quick now!
If no-one is looking, you can go through the back door.

Now exhale. Push out the smells of the city: smoke, exhaust, strange flesh. Breathe in the smells of the bar: cinnamon, pepper, polished wood.

Before you look around the bar, you must prepare yourself. Outside –
through that club, down those alleys, along those streets –
people hide their deformities.
They hack off their wings, file down their horns, saw off their tails.
They think the scars are better.

Here, in this bar, they do things differently.
Feathered wings unfurl, the twitching tips reaching to the ceiling
as their owner ruminates over the jukebox.
A unicorn horn – two feet long and gleaming white – knocks gently
against the lights suspended over the pool table.
Pointed teeth, as sharp as morning light,
clink against the rims of glasses.
Not all the changes are so ornamental.
There are hooves ticking against the bar's wooden floor;
arms halfway to bird wings;
a scaly tail, fat as a tree branch, curled around a table leg.

You may stay a while, but not too long.
You do not belong here yet.

continued on p. 21

Balticon 43 Poetry Contest Winners

This, continued

Later, at home,
you will look in the bathroom mirror and notice
a bump on your forehead, hard and white as bone.
You do not need to file it down this time;
you know where to go.

It's just a bar down an alley in the city, like a rainbow is just refracted light.

1st Place

Kirsty Logan

Glasgow, Scotland

Orbit

Forever shocking the system
from land to space, untethered
alteration, a transition
like adjusting to the weather.

From land to space, untethered,
liftoff—the release of speed
like adjusting to the weather.
The jolt of weightlessness, freed

by liftoff's release of speed.
Measuring time now in light-years.
The jolt of weightlessness: freed
entering a strange atmosphere

measuring time now in light-years
the odd physics of the unknown.
Entering a strange atmosphere
where matter acts nothing like home

the odd physics of the unknown.
Nothing will now look the same
where matter acts nothing like home.
More than point of view has changed.

Nothing will now look the same:
alteration, a transition.
More than point of view has changed
forever, shocking the system.

3rd Place

Pat Tompkins

San Mateo, CA

Aurora Aland

A black rain falls; a funeral today
A slanted, bright knife of the moonlit ray
Slips carelessly down on two pure white hands
And whispers, "Goodbye, fair Aurora Aland!"
Aurora Aland, with her tender eyes
And her joy, ever full, to the golden skies:
Aurora, with love, and a bride-to-be
Lowered down to the grounds of Eternity.
Her beau stands and watches that brooding box
Go nudging, to join with the bones and the rocks
He murmurs, "Aurora! Aurora Aland!"
But the sound drifts far from the funeral strand
And is lost—as she's lost—to the melody
Of the mourners that sing under sodden trees.
Her beau sits still as the dirt is passed
'Cross the face of the boards, and the silent grass
Is pressed by the grave and its epitaph:
"Aurora Aland—in our hearts to last."
He waits, and he waits, 'till the last man goes
And he's left with the tombs and the catacombs
Then he turns, and he sees her—"Aurora Aland!"
He weeps, and he stumbles, and finally stands
He grabs her, her gown and her snow white hands:
But she smiles—a specter, Aurora Aland?
Just a whisper, a whimper within his ear
Of the sweet, full voice and its love notes clear
Just a touch, a brush, of that little palm
On his chest as he tastes her endearing calm
Then a wave as she floats through the misty rain
Annulling his shocked and unraveled brain;
His soul still pierced by her boneless hand
His lover, a specter—Aurora Aland.

2nd Place

Tabitha Benedict

Shepherdsville, KY

About the Winning Poets in the Balticon 43 Poetry Contest

Kirsty Logan (*First Place*)—Kirsty Logan is an MLitt student in creative writing at Glasgow University. Her work has been published in the anthology *Let's Pretend*, on the websites *From Glasgow to Saturn* and *Salome*, and in the magazines *Velvet*, *lip*, and *Chronogram*.

Tabitha Benedict (*Second Place*)—Tabitha Benedict has been writing from a young age, and is especially inclined towards poetry and historical fiction. She also enjoys playing mysterious Celtic music on her harp, volunteering in the local scientific community, and walking her quirky pug puppy.

Pat Tompkins (*Third Place*)—Pat Tompkins is an editor in the San Francisco Bay Area whose poems have appeared in *flashquake*, *Asimov's Science Fiction*, *Astropoetica*, and *Space & Time*.

Honorable Mention

Leland James
String Thing
St. Augustine, FL

P.S. Cottier
Haiku
Canberra, Australia

Enter the Annual Balticon Poetry Contest!

- Entries should address the themes of science fiction/fantasy/horror/science.
- 1st prize: \$100; 2nd prize: \$75; 3rd prize: \$50.
- Winners will receive a cash prize, convention membership and be invited to read their winning entries at Balticon. Winners will be published in the *BSFAN*, the Balticon convention souvenir book (a family-friendly publication), and on the BSFS website. Attendance at Balticon is not required to win.
- Limit: 3 poems/person, maximum 50 lines each.
- No entry fee.
- Deadline: Mailed entries must be postmarked and e-mail entries received by **April 1**. Entries that do not meet this deadline will be considered for the following year. Please include your name, address, phone & e-mail address and a brief bio with your entry.
- Entries may be e-mailed to <poetry@bsfs.org> or mailed to "Balticon Poetry Contest," c/o BSFS, PO Box 686, Baltimore, MD 21203. Info: <www.bsfs.org/bsfspoetry> or <poetry@bsfs.org>.

**And Don't Forget to Check Out the Balticon
43 Poetry Workshop/Contest Winners &
Dramatic Poe Readings/Open Mic on Sunday
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<lostshade@lostshade.com>

Luna City Books
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Marshall S. Thomas
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<devra@aol.com>

Balticon 43 Vendors

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<aruggs@aol.com>

Richard Sands
14214 Paradise Church Rd
Hagerstown, MD 21742-2430

The Sandscrafter
Larry Sands
PO Box 70013
Rosedale, MD 21237
<thesandscrafter@aol.com>

Scherer Glass
2615 Old Glasgow Rd
Edmonton, KY 42129
<sscherer@scrtc.com>

Darrell Schweitzer
6644 Rutland St
Philadelphia, PA 19149-2128
<darrells@comcast.net>

Sidhe na' Daire
PO Box 493
Stratford, NJ 08084
<greenfirephoenix@aol.com>

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13200 Jasper Rd
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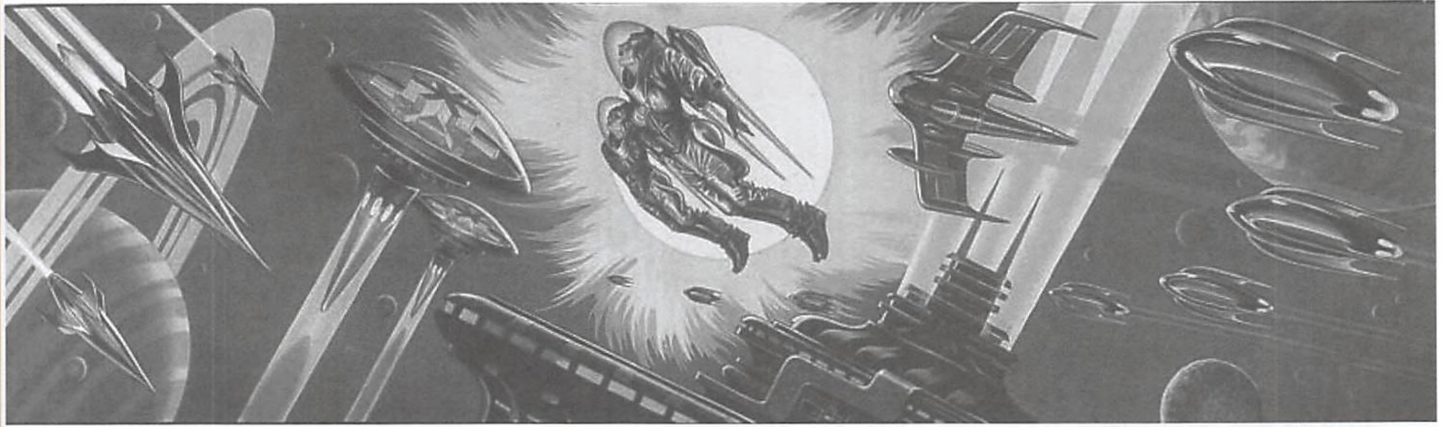
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Balticon 43 Program Participants List & Bios

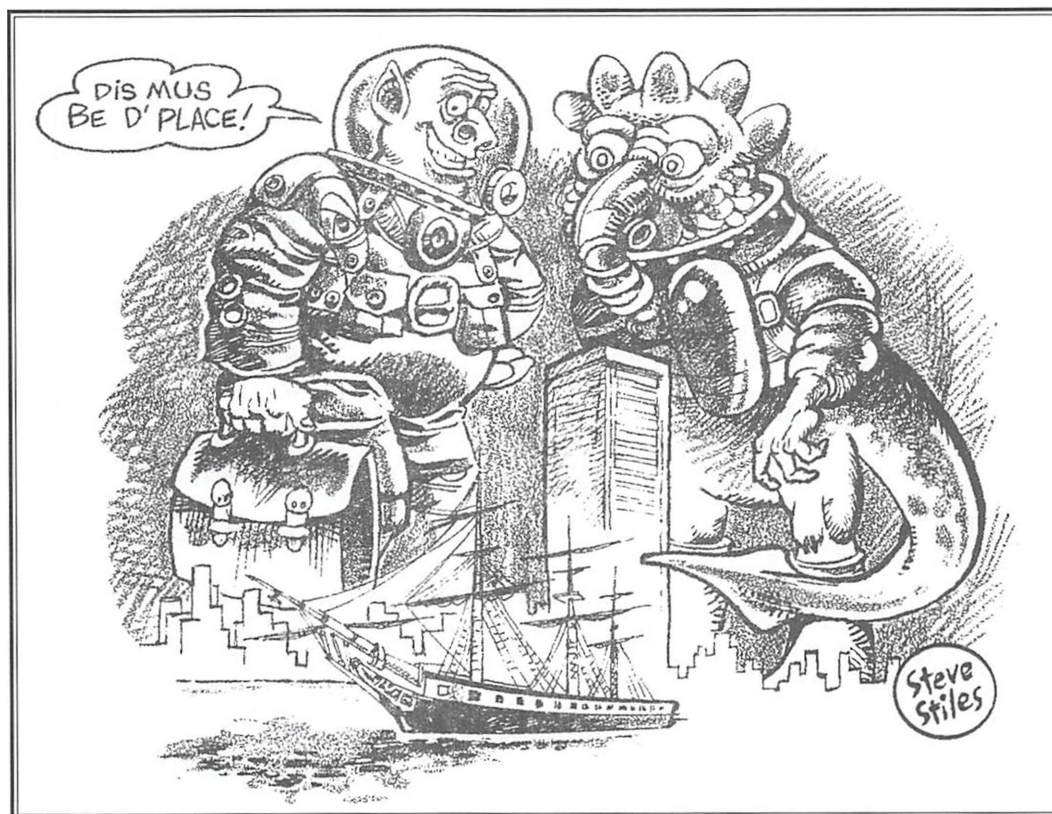
- Matt Abrams
 Danielle Ackley-McPhail
 Tristan Alexander
 Kimi Alexandre
 David-Glenn Anderson
 Dale Arnold
 Catherine Asaro
 John Ashmead
 Lisa Ashton
 Tom Atkinson
 B. Shirley Avery
 Jared Axelrod
 Scratch Bachrach
 Marcus "Grailwolf" Bailey
 Faith Baker
 Rob Balder
 Jamie Baldwin
 Brick Barrientos
 Alan F. Beck
 Bene Gesserit Witch
 Danny Birt
 J.R. Blackwell
 Sonya Bleekley
 The Boogie Knights
 Nick "Ghostfreedom" Borkowicz
 Nathan Bos
 Sue Bowen
 Padi Boyd
 Angie Boyter
 Marilyn "Mattie" Brahen
 Patricia Bray
 Alessia Brio
 Marvin Bryant
 Stephanie Burke
 Laura A. Burns
 Jonette Butler
 Dean Calahan
 Michael Capobianco
 Ray "GreenRider" Carrier
 Hugh Casey
 Darren Cendron
 Robert R. Chase
 The Chromatics [Padi Boyd, Alan Smale, Karen Smale, Deb Nixon, Barry Mahaffey & John Meyer]
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 Carl Cipra
 "Decadent" Dave Clement
 Brenda W. Clough
 John Cmar
 Robert Cooke
 Elaine Corvidae
 Caroline Cox
 Michael Cranfield
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 Vonnie Winslow Crist
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 Laurel Cunningham-Hill
 Charlene Taylor D'Alessio
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 Susan de Guardiola
 Sheila Dee
 Betsy Marks Delaney
 Chris Dennie
 Dern
 Bill DeSmedt
 Tom Doyle
 Valerie Durham
 David Louis Edelman
 Scott Edelman
 Gary Ehrlich
 Stephen Eley
 Christiana Ellis
 The Encaffeinated One
 Jennie Faries
 Bear Field
 Paul Fischer
 Barb Fischer
 Eric J. Fleischer [Dr. Gandalf]
 Helen "Halla" Fleischer
 Chris Flick
 Billy Flynn
 Kim Fortuner
 Fragile Gravity [Chris Impink & Barb Fischer]
 Doug Fratz
 Galactica Quorum [Michele White & Ted White]
 Brand Gamblin
 Charles E. Gannon
 Bill Gawne
 Martin Gear
 Thomas "cmdln" Gideon
 Laura Anne Gilman
 Barry M. Gittlen
 Jo Graham
 Leah Grasso
 Nancy O. Greene
 Sonya Gross
 Hal Haag
 Eta Hack
 Ann Hamilton
 Harknell
 Kelly A. Harmon
 Marc Hartstein
 David Hartwell
 Steve Haug (*aka* Maugorn, Maug, Maugie, etc.)
 John G. Henry [Jack Campbell]
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 Lee C. Hillman [Gwendolyn Grace]
 Larry Hodges
 Martha Holloway
 Thomas R. Holtz
 P.G. Holyfield
 Heidi Hooper
 Thomas "The Red" Horman
 George Hrab
 J.C. Hutchins
 Igor's Egg
 Chris Impink
 Noam Izenberg
 Paulette Jaxton
 Michael Kabongo
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 Yoji Kondo [Eric Kotani]
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 Dina Leacock
 Julianne Lee
 R. Allen Leider
 Chris Lester
 Neal Levin
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Balticon 43 Program Participants List & Bios

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 Podcasting's Rich Sigfrit
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 Ray Ridenour
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 Phil Rossi
 Chris Rubenstahl
 Tony Ruggiero
 Don Sakers
 Carol Salemi
 Jonathan Scheifer
 Lawrence Schoen
 Viv Schubert

Wendell "Chooch" Schubert
 Eric Schulman
 Darrell Schweitzer
 David Sherman
 Scott Sigler
 B. Casimir Slaski
 Dave Slusher
 J. Andrew Smith (Jay Smith)
 Jeri Smith-Ready
 J.M. Snyder
 Maria V. Snyder
 Soccergirl
 Bud Sparhawk
 Raven (Lauren) Stern
 W.H. Stevens
 Anthony Stevens
 Elaine Stiles
 Steve Stiles
 Charles Stross
 Susan Z
 Dan Tabor (DanTheFan)
 Thomas B. Talbot
 Mel Tatum
 Evo Terra
 Eli Terry
 Robert Terry
 Marshall S. Thomas
 Patrick Thomas
 Persis Thorndike
 Matt Trent

Warren Turner
 Annie Turner
 Sheila Unwin
 The Usual Suspects
 Mark L. Van Name
 Jim Van Verth
 Robin Vaughan
 Michael A. Ventrella
 Thomas "Geistbear" Vincent
 Tyler Waldman
 Jean Marie Ward
 Joy Ward
 Brent Warner
 Diane Weinstein
 Heather Welliver
 Richard C. White
 Steve White
 Michele White
 Ted White
 David J. Williams
 D.C. Wilson
 Donald Wolcott
 Gene Wolfe
 Trisha J. Woolkridge
 Martin Morse Wooster
 John C. Wright
 Alan Yuter
 Marvin Zelkowitz
 Sarah Zettel



DANIELLE ACKLEY-MCPHAIL



Award-winning author Danielle Ackley-McPhail (<www.sidhenadaire.com>) has worked both sides of the publishing industry for nearly 15 years. Her works include the urban fantasies *Yesterday's Dreams*, its sequel *Tomorrow's Memories* (Mundania Press), and the upcoming novella *The Halfling's Court: A Bad-Ass Faerie Tale* (Marietta Publishing), the anthologies *Bad-Ass Faeries*, *Bad-Ass Faeries 2:*

Just Plain Bad (Marietta Publishing), and *No Longer Dreams* (Lite Circle Books), all of which she co-edited. She has also contributed to numerous anthologies and collections, including *Dark Furies* (Die Monster Die! Books), *Breach the Hull* (Marietta Publishing), *Space Pirates* (Flying Pen Press), and the upcoming science fiction anthologies *So It Begins* (Marietta Publishing) and *Barbarians at the Jumpgate* (Padwolf Publishing).

Her non-fiction works include a chapter on writers' groups for Dragon Moon Press' *The Complete Fantasy Writer's Guide: The Author's Grimoire*, a chapter in their upcoming *Elements of Fantasy: Magic*, a chapter on self-promotions in Marietta Publishing's *Profitable Publishing*, and a standing column, *If We'd Words Enough and Time*, for the sadly defunct website *Fictionauts*.

Danielle is a member of the Garden State Horror Writers, the electronic publishing organization EPIC, and Broad Universe, a writers' organization focusing on promoting the works of women authors in the speculative genres.

She lives somewhere in New Jersey with husband and fellow writer Mike McPhail, mother-in-law Teresa, and three extremely spoiled cats.

TRISTAN ALEXANDER

Tristan Alexander (<www.vampyre-nmp.com>) is a 52-year-old artist who has done art for many fanzines and for the SCA (Society for Creative Anachronism, Inc.—<www.sca.org>), a nonprofit medieval recreation organization. He has sold at many East Coast cons for the past 23 years and this will be his 23rd Balticon. He has done art panels on various subjects related to fantasy art at the past five Balticons. He is well known for his semi erotic males and his illustrative style. He lives in Westminster, MD with his husband of 23 years and six cats.

KIMI ALEXANDRE

Kimi Alexandre is the host of the Parsec-nominated podcast *Tale Chasing*. In *Tale Chasing*, she discusses dark fantasy, from the standpoint of both writers and fans, also giving listeners the behind the scenes of the making of her forthcoming podcast novel, *Guardians*. She lives in New Jersey and doesn't know any vampires personally.



DAVID-GLENN ANDERSON

For the first 54 years of my life I wrote and sold poetry and nonfiction. I read SF writers who I met through the mystery genre. I wrote mystery fiction. Then I was introduced to cons—first as an attendee and then David Brin was GoH at a CONduit,

Utah's SF/F weekend in May. He recruited me into Reading for the Future, an all-volunteer advocacy group who encourage K-12 students to read SF. As a result I lead the MilPhil "Developing the Young Reader" programming team.

I am with the Seattle-in-2011 Worldcon bid. I was bid chair for World Horror Convention 2008, Salt Lake City, UT, and advisor to the Seattle-in-2005 NASFiC bid.

CATHERINE ASARO

Winner of the Nebula® Award for her novel *The Quantum Rose*, Catherine emphasizes space adventure, world-building, and characterization in her fiction. Her latest SF novel is *Diamond Star* (Baen, May 2009), and her most recent fantasy is *The Night Bird* (Luna, June 2008). The release of *Diamond Star* was also the culmination of another project for Catherine. Working together since 2007, she and the rock band Point Valid recorded a CD that offers readers a soundtrack to the book. In April, Starflight Music released the CD, also titled *Diamond Star*.

Catherine will be singing in concert at Balticon on Friday night, 9-10 pm, with jazz pianist Donald Wolcott on keyboard. They will perform selections from the *Diamond Star* CD and also jazz-oriented torch songs. The CD will be available at the concert.

Catherine's short fiction has appeared in anthologies and *Analog*. She has won the *Analog* Readers Poll and been nominated for the Nebula® and Hugo awards multiple times. She has a doctorate from Harvard in chemical physics and has authored papers in refereed journals. Her paper, "Complex Speeds and Special Relativity" in *The American Journal of Physics* (April 1996), forms the basis for some of the science in her fiction. She was a physics professor until 1990, when she became a fulltime writer.

JOHN ASHMEAD

John Ashmead has worked as an assistant editor for *Isaac Asimov's SF Magazine* and has been involved with Philadelphia SF for many, many moons. He now makes his living as a computer consultant, making sure you get your bills and commercials on time (no thanks necessary; the work is its own reward). He is also writing a book about debugging software: *Zen and the Art of Debugging*. He has a BA from Harvard and a master's from Princeton, both in physics. He is currently working on getting a doctorate in physics. But his life's ambition is to create a really practical time machine.

JARED AXELROD



Jared Axelrod is a freelance author and illustrator. His written work has been published in the anthologies *Sovereign Summer*, *Salt and End of Time* as well as *Neometropolis* and *Escape Pod* magazines. He was a founding writer for *365 Tomorrows*, a website that publishes a new work of fiction every day, writing 78 stories for it during his tenure. He was the writer and producer of the popular podcast *The Voice of Free Planet X*, that ran for three years and 160 episodes. His second

podcast, *Aliens You Will Meet*, has met with similar success, both in its original audio form and as live puppet performances. His illustration work can be seen on the cover the novel *Brave Men Run*, and accompanying the original audio version of the novel *Playing For Keeps*.

He is not domestic, he is a luxury, and in that sense, necessary.

MARC BAILEY [GRAILWOLF]

Marc Bailey, also known as Grailwolf, is the host of the *Grailwolf's Geek Life* podcast, a show about sci fi, fantasy and horror entertainment, and the current changes in fan culture. He calls this period of change a "Geek Renaissance." Marc is also an editor and forum moderator for *TV.com*, and a regular contributor to the *ADD Cast*.

ROB BALDER

Rob Balder is a professional cartoonist, singer/songwriter, game designer and web entrepreneur. He writes and sings comedy songs, and has recorded two CDs (www.richfantasylives.com). The title track from Rob's first CD, "Rich Fantasy Lives," was co-written with Filk Hall of Famer Tom Smith (www.tomsmithonline.com). It won the Pegasus award for Best Filk Song of 2007. In January 2006, he and six other comedy music performers founded *The Funny Music Project* (www.TheFuMP.com), where they present new songs every day, released under a Creative Commons license.

Rob is also the creator of the clip-art comic strip *PartiallyClips* (www.partiallyclips.com), which is widely read online and has appeared in more than two dozen newspapers and magazines. A book collection of the strip, *Suffering for my Clip Art: the Best of PartiallyClips, vol. 1*, was published in 2005.

He is the associate editor of *Nth Degree* (www.nthzine.com/index.html), a popular fanzine covering genre fiction, gaming, comics, fandom and more.

His current major project is a full-color fantasy webcomic called *Erfworld* (www.erfworld.com), co-created with illustrator Jamie Noguchi (www.angryzenmaster.com). *Erfworld* began in December 2006 and runs at Giant in the Playground Games, home of the popular roleplay comic *The Order of the Stick*, by Rich Burlew. *Time Magazine* named *Erfworld* one of the Top Ten Graphic Novels of 2007. *Erfworld* is expected to be published in book form in 2009. (Photo by Debbie Oh).

JAMIE BALDWIN



Jamie Baldwin (www.suddenvalley.org) is an adorable Baltimore artist. She writes and draws the webcomic *Sudden Valley*, a self-described awkward drama. She has a degree in graphic design and has a pechant for playing Pokemon.

BRICK BARRIENTOS

Brick Barrientos (www.silverscreentest.com/koala/eucalyptus/) has been running trivia contests at Washington and Baltimore conventions since 1983. He currently hosts a movie trivia game show called *Silver Screen Test* (www.silverscreentest.com) on public access cable television in Montgomery County. You can also find him moderating at local quizbowl competitions and sometimes playing in the pop culture tournaments. Brick also writes the blog *Eucalyptus* about television, baseball and everything else. In his day job, he is an accountant for the federal government.

ALAN F. BECK

Nominated for a Hugo this year, Alan F. Beck (www.alanfbeck.com) has been an artist, designer and illustrator for over 30 years doing work for many major corporations. His work has been published in magazines and on book covers and has been exhibited in shows and science fiction/fantasy conventions all across the country.

DANNY BIRT

Danny Birt (www.DannyBirt.com) has published science fiction, fantasy, and professional works in *The Raintown Review*, *Strange Worlds of Lunacy*, *Vadercast.com*, *Musica Ficta*, and more. His fantasy series *The Laurian Pentology* is published through Ancient Tomes Press, starting with the book *Ending an Ending*. Danny is also an editor for the fantasy magazine *Flashing Swords*.

In addition to literary publication, Danny composes classical and filk music, such as his nonstop hour-long piano solo, "Narcoleptic Pianist," and the ever-peculiar album *Warped Children's Songs*, as featured on *The Dr. Demento Show*.

Currently, Danny lives in Winchester, VA and attends Shenandoah University in pursuit of his music therapy master's degree.

J.R. BLACKWELL

J.R. Blackwell is a writer, photographer and podcaster who lives in Philadelphia. Her essay "Evidence of a Baker" was published in the *Gospel of the Flying Spaghetti Monster* in March 2006. Her stories have been published by *Aoife's Kiss*, *Kaleidotrope*, *Bewildering Stories*, *Static Movement Magazine*, *EMG Magazine*, *HeavyGlow Magazine* and in the first Podiobook anthology *Voices: New Media Fiction*. She is one of the founding members of *365Tomorrows.com*, which produces a new piece of science fiction daily. She founded the podcast *Voices of Tomorrow*, which is the audio companion to *365Tomorrows.com*.

J.R. has produced the covers to the anthology *Voices: New Media Fiction*, the novel *Playing for Keeps*, and Tee Morris' novels *The Case of the Singing Sword* and *Pitchers Pendant*. Her photography has been featured in *SubLit Magazine* and *Flames Rising*. J.R. holds a master's of liberal arts from the University of Pennsylvania.



ANGIE BOYTER

Angie Boyter selflessly dedicated 30 years of service to our nation, saving the free world from the communist scourge and keeping us safe for democracy. Distraught after she was cast on the ash heap of early retirement at the age of 49, she resumed a number of the depraved habits of her youth, prominent among which was reading science fiction. The space program having failed to produce the opportunities to explore alien environments that were envisioned by early SF writers and dreamers, last year Angie and her husband David reminded themselves of the sainted Isaac's declaration that "Earth is room enough" and took a trip to the Galapagos Islands, which offer ample amazement for anyone seeking worlds of wonder.

MARILYN "MATTIE" BRAHEN

Marilyn "Mattie" Brahen enjoys writing, art and music, singing and playing guitar, performing her own and others' songs. Her first novel, *Claiming Her*, well-reviewed by *Publisher's Weekly*, was published by Wildside Press, and she is working on a sequel, *Reforming Hell*. Mattie's stories and poetry and SF-related non-fiction have also appeared in magazines and books in America and England.

PATRICIA BRAY



Patricia Bray is the author of a dozen novels, including *Devlin's Luck*, which won the 2003 Compton Crook Award for the best first novel in the field of science fiction or fantasy. A multi-genre author whose career spans both Regency romance and epic fantasy, her books have been translated into Russian, German, Hebrew and Portuguese. A two-time co-chair of the Southern Tier Writer's Conference, her articles on the writer's craft have appeared in numerous publications including *Broadsheet*, *Nink*, *STARbytes* and *RWA'S Keys to Success: A Professional Writer's Career Handbook*.

Patricia lives in upstate New York, where she combines her writing with a full-time career as an I/T professional, ensuring that she is never more than a few feet away from a keyboard.

ALESSIA BRIO

Alessia Brio (<www.alessiabrio.com/>; <www.myspace.com/alessia_brio>) is, first and foremost, an activist. No matter what's going on in her life, she'll find a way to organize those involved and inject an element of altruism. If she didn't have basic needs like food and shelter, she'd probably spend all her time volunteering for one cause or another. Even her *nom de plume* reflects her nature. Alessia is an Italian name derived from the Greek verb *alexēin* meaning "to defend/protect" and Brio relates to the Italian musical term *con brio* meaning "with spirit/brilliance."

In addition to serving as *Coming Together's* editor, Alessia writes all colors and flavors of erotica, from heterosexual to ménage to same sex, and from twisted to humorous to deeply touching. (Sometimes, usually by accident, it even qualifies as romance.) Her work has earned her critical acclaim in the form of an

Eppie for Best Erotica (Fine Flickering Hungers—<www.amazon.com/fine-flickering-hungers-Alessia-Brio/dp/159426628X>) and a Romantic Times Top Pick (*Coming Together: For the Cure*—<www.amazon.com/ComingTogether-Cure-Alessia-Brio/dp/1594269521>) in addition to a plethora of glowing online reviews.

Ms. Brio lives in the mountains near Pittsburgh, where she masquerades as a soccer mom. Her fetishes include SuDoku, rare steak, and stainless steel. She stands 5'8" tall in her bare feet (which is how she prefers to stand) and has a mop of unruly dark hair that is being conquered by grey, complementing the laugh lines around her mischievous eyes.

The internet is both her office and her playground.

STEPHANIE "FLASH" BURKE

"Have You Been Flashed?" It's the question Stephanie Burke is asking.

Stephanie is a multi-published, multi-award-winning wife and mother of two whose unparalleled imagination causes her no end of trouble. From sex-shifting shape-shifting dragons to undersea worlds, up to sexually confused elemental fey and homoerotic mysteries, all the way to pastel-challenged urban sprites, Stephanie has done it all, and hopes to do more.

Stephanie is co-founder of the charitable organization Write 4 Hope, an orator on her favorite subject of writing and world building, a sometimes teacher when you feed her enough coffee and donuts, an anime nut, a costumer, and a frequent guest of various sci-fi and writing cons where she can be found leading panel discussions or researching more and varied legends and theories to improve her writing skills.

Stephanie is known for her love of the outrageous, strong female characters, believable worlds, male characters filled with depth, and interracial fiction that make the reader sit up and take notice.

Currently she writes for Changeling Press, Ellora's Cave and Loose-Id Press, and hopes to add more to her resume.

Web: <Theflashcat.net>; <www.myspace.com/the_flash_cat>. Email: <Flashycat2004@aol.com>; <Flamekeeper@yahooogroups.com>.

LAURA BURNS

Laura A. Burns (<scifilaura.blogspot.com/>) has been a space enthusiast for most of her life. Since 1998, Laura has been on the James Webb Space Telescope project, most recently for the Space Telescope Science Institute. During the summer of 2007, she spent nine weeks in Beijing, China at the International Space University SSP. She is an alumna of the prestigious NASA Academy student internship program and is actively involved in the NASA Academy Alumni Association. She regularly attends space conferences and enjoys speaking to the public on JWST and other space topics. In addition to her interest in space, she is a long time science fiction and fantasy fan and an avid book collector.



ROBERT R. CHASE

Robert R. Chase is acting chief counsel of the Army Research Laboratory. He is the author of three published SF novels (*The Game of Fox and Lion*, *Shapers*, and *Crucible*), and about 20 shorter works which have been published in *Analog* and *Asimov's*.

THE CHROMATICS [Padi Boyd, Alan Smale, Karen Smale, Deb Nixon, Barry Mahaffey & John Meyer]

The Chromatics are a unique high-energy vocal band that delights audiences with a combination of outrageous originals, crazy covers, melodic insights into modern life, and a surfeit of science songs. The internet, texting, TV, fast food and the perils of bad hair—they're all subjects of Chromatics originals. Over the past 15 years the group has performed at a wide range of venues including Kennedy Center's Millennium Stage, the Atlantic Region Harmony Sweepstakes, First Nights, festivals, concert series, corporate events and private parties, and even a baseball stadium or two. They now have five CDs under their belt; their most recent release, *Committed*, showcases the group's original songwriting talents, angst, and ability to make a wide range of strange musical effects using only their mouths.

In science, science fiction and education circles, the Chromatics are best known for their *AstroCappella* project of astronomically-correct *a cappella* songs, videos, and lesson plans. Their *AstroCappella 2.0* CD is in use in classrooms across the country, and *AstroCappella* songs have been featured on PBS and on *CNN Headline News*. The Chromatics have performed *AstroCappella* from Palm Springs to Orlando, from Las Vegas to New York, and from Balticon to Shore Leave and Philcon... and beyond! A copy of their CD has even flown on the space shuttle.

ARIEL CINII

Ariel Cinii (it's pronounced "SIN-eye" but she'll answer to "Abby") has been part of fandom for over 30 years as a filksinger, artist and apa-hack. Her best known songs include: "Droozlin' Through the Cosmos," "Flying Stone" and "The Alternate Side" (a filk about parking in New York City). She is on committee for CONTATA, New York City's version of The Floating Northeast Filk Con. She writes as Sodyera on *LiveJournal*, contributes to *APA-NYU* and is seeking a loving home (i.e., publisher) for her science-fantasy novels.

CARL CIPRA



Carl officially joined the ranks of fandom about 30 years ago, while living in southern California. In 1990, he became one of the founding members of Lambda Sci-Fi: DC Area Gaylaxians, and he has remained active on the board of directors for the Gaylactic Network. Carl loves moderating panel discussions, and he's been allowed to indulge this peculiar vice of his at numerous conventions from coast to coast—including (Thank you! Thank you!) several Balticons. Mundanely, Carl works for a dreaded

three-letter government agency as a course designer-developer and instructor-trainer.

BRENDA W. CLOUGH

Brenda W. Clough spent several years working as a meek mild-mannered reporter for a major metropolitan newsletter which enabled her to write a fantasy novel, *The Crystal Crown* (1984). She has also written *The Dragon of Mishbil* (1985), *The Realm Beneath* (1986), and *The Name of the Sun* (1988). Her children's novel *An Impossumble Summer* (1992) is set in her own house in Virginia, where she lives in a cottage at the edge of a forest.

A number of her short stories have appeared in anthologies and magazines, and she also writes nonfiction and highly-specialized book reviews. She had a novella, *May Be Some Time*, in the 2001 issue of *Analog*, which was on the final ballot for both the Hugo and the Nebula Awards.

Her novel *How Like a God* was published by Tor Books in 1997. In its review *Locus Magazine* says, "Clough brings myth and science and plain human existence (complex as all get-out) together for what proves to be a fine blend, and a very good read, offering physical, psychological, and metaphysical insights into the human condition, along with the sometimes delightfully outlandish action that drives the best of pulp fiction." And the *New York Times Book Review* says, "Ms. Clough has an appealingly cheeky imagination."

Her newest novel *Revise the World*, an epic of space exploration, time travel, and the exploration of Antarctica, is available at <bookviewcafe.com>.

ELAINE CORVIDAE

Elaine Corvidae (<www.onecrow.net>) has been telling stories about faeries, elves, and dragons since she was a small child. Her dark fantasy novels have won numerous awards, including multiple Eppie Awards and Dream Realm Awards for Best Fantasy Novel. When she isn't wandering the worlds of her imagination, she lives in Harrisburg, NC with her husband and several cats.

CAROLINE COX



Caroline Cox is a PhD astronomer, educator, and astronomy education consultant. She was a research assistant professor of astronomy at the University of Virginia, where she studied galaxies and clusters of galaxies and taught introductory astronomy classes. Then she was an astronomy education specialist at the Smithsonian National

Air and Space Museum, where she helped develop educational materials for the "Explore the Universe" exhibit. She currently teaches high school physics and astrophysics. She's co-written four science humor articles for the *Annals of Improbable Research*.

DAN CRAGG

Dan Cragg retired after 22 years in the US Army and 18 years as a civilian with the Department of Defense. He is co-author with David Sherman of the *Starfist* SF series and other books.

VONNE WINSLOW CRIST

Vonnie Winslow Crist, MS professional writing, Towson University, is a creative writing instructor for Harford Community College and has been a Maryland State Arts Council Poet for 10 years. Vonnie is author and illustrator of two poetry collections, *Essential Fables* and *River of Stars*, and a children's book, *Leprechaun Cake and Other Tales*. Her writing has either recently been published by or is scheduled to appear in: *Tales of the Talisman*, *Champagne Shivers*, *Aoife's Kiss*, *Dia de los Muertos* anthology, *Seastories-2009 Hibernian Issue*, *The Welter*, <www.spacewesterns.com> (previous features: item #25—"For the Good of the Settlement" and "First Year Writer's Interviews"), *Ancient Pathways*, *The Chesapeake Reader*, *Loch Raven Review*, and *Manorborn*. Among her editorial projects are the anthologies *Lower Than the Angels* and *Through a Glass Darkly* (Lite Circle Books), *Late Knocking-The Poe Issue*, and the new *Gunpowder Review*. She is currently represented by Firebrand Literary of New York.

CHARLENE TAYLOR D'ALESSIO

Charlene Taylor D'Alessio has been illustrating in the fantasy and science fiction genre for over 25 years. She is known for her exquisite painted ties, humorous fantasy paintings of cats, dragons, owls and hamsters, and miniature astronomical pieces. Her latest published piece is "Merlin's Dilemma," published as a 1000-piece puzzle. Currently she is illustrating a children's book in progress. Look for Charlene's artwork at most sci-fi con art shows.

SUSAN DE GUARDIOLA

Susan de Guardiola (<www.blank.org/susan>) is best-known for her role as a masquerade emcee at the 1997 and 2004 worldcons as well as numerous east coast local and regional conventions. She is a social dance historian who may often be found in musty library stacks researching dance from the 16th to the early 20th century, which she teaches at workshops and dance events across the United States. She has spent over two decades in fandom. Susan also makes costumes and blogs about both dance history (at *Capering and Kickery*, <www.kickery.com>) and the rest of her life (at *Rixosous*, <www.rixosous.com>). In her spare time, she herds students and plays high-speed online Scrabble.

BILL DESMEDT



Bill DeSmedt has spent his life living by his wits and his words. In his time, and as the spirit has moved him, he's been: a Kremlinologist and Soviet exchange student, a computer programmer and system designer, a consultant to startups and the Fortune 50, an artificial intelligence researcher, an omnivorous reader with a soft spot for science fiction and science non-fiction, and now, Lord help us, a novelist. Bill's first book, *Singularity*, won *Foreword Magazine's* Book of the Year Award for Science Fiction and the Independent Publisher Group's IPPY for Best Science Fiction. The podcast of *Singularity*, available through

Podiobooks.com, has gone on to be named an SFFaudio Essential, while Bill himself has gone on to writing a sequel, *Dualism*.

TOM DOYLE

Tom Doyle writes in a spooky turret in Washington, DC. His novelette, "The Wizard of Macatawa" (*Paradox Magazine* #11), received the 2008 WSFA Small Press Award. His stories have appeared in *Strange Horizons*, *Futurismic*, *Aeon*, and *Ideomancer*. He has recently finished a contemporary fantasy novel. The text and audio of many of his stories are available at <www.tomdoylewriter.com>.



DAVID LOUIS EDELMAN



David Louis Edelman is a science fiction novelist, blogger, and web programmer who lives outside of Washington, DC. He was a finalist for the 2008 John W. Campbell Award for Best New Writer.

His first novel, *Infoquake*, was published in summer 2006 by Pyr, an imprint of Prometheus Books. Barnes and Noble Explorations called the book "the love child of Donald Trump and Vernor Vinge,"

then later named it their Top SF Novel of 2006. *Infoquake* was also nominated for the John W. Campbell Memorial Award for Best Novel. The book was re-released in mass market paperback by Solaris Books in June 2008.

His second novel, *MultiReal* (the sequel to *Infoquake*), was called "a thoroughly-successful hybrid of *Neuromancer* and *Wall Street*" by Hugo nominee Peter Watts, and listed as one of the top SF novels of 2008 by *IO9*, *Pat's Fantasy Hotlist* and *SFFWorld*. The year 2008 also saw the publication of his short story "Mathralon" in *The Solaris Book of New Science Fiction, Vol. 2*, and his introduction to Overlook Press' new edition of Mervyn Peake's *Titus Alone*.

Dave was born in Birmingham, AL in 1971 and grew up in Orange County, CA. He attended the Johns Hopkins University's Writing Seminars program from 1989 to 1993, where he studied under such writers as Edna O'Brien, Madison Smartt Bell and Stephen Dixon. He lives in northern Virginia with his wife Victoria and their two children.

Dave is currently at work on *Geosynchron*, the final book in the *Jump 225* trilogy.

SCOTT EDELMAN

Scott Edelman (the writer) has published more than 75 short stories in magazines such as *PostScripts*, *The Twilight Zone*, *Absolute Magnitude*, *The Journal of Pulse-Pounding Narratives*, *Science Fiction Review and Fantasy Book*, and anthologies such as *Crossroads: Southern Tales of the Fantastic*, *Men Writing SF as Women*, *MetaHorror*, *Once Upon a Galaxy*, *Moon Shots*, *Mars Probes*, *Summer Chills*, and *Forbidden Planets*. Upcoming stories will appear in the

anthologies *The Solaris Book of New Science Fiction Volume Three*, *Nation of Ash* and *Aim For the Head*. He has been nominated three times as a Stoker Award finalist in the category of Short Story.

Scott Edelman (the editor) currently edits both *Science Fiction Weekly* (<www.scifi.com/sfw/>), the internet magazine of news, reviews and interviews, and *SCI FI*, the official print magazine of the *SCI FI Channel*. He was the founding editor of *Science Fiction Age*, which he edited during its entire eight-year run from 1992 through 2000. He also edited *Sci-Fi Entertainment* for almost four years, as well as two other SF media magazines, *Sci-Fi Universe* and *Sci-Fi Flix*. He has been a four-time Hugo Award finalist for Best Editor.

STEPHEN ELEY



Stephen Eley is the editor and host of *Escape Pod*, the world's leading science fiction podcast, narrating short stories from top authors every week and delivering them for free to more than 25,000 listeners. He is also the publisher of *Pseudopod*, the leading horror fiction podcast, and *PodCastle*, the leading fantasy podcast. He lives in Atlanta, GA with his wife, four-year-old son, and their

Welsh Corgi (who is smarter than all of them).

CHRISTIANA ELLIS

Christiana Ellis is an award-winning writer and podcaster, currently living in Cary, NC. Her podcast novel, *Nina Kimberly the Merciless*, was both an inaugural nominee for the 2006 Parsec Award for Best Speculative Fiction: Long Form, as well as a finalist for a 2006 Podcast Peer Award. In May 2009, *Nina Kimberly the Merciless* is coming to print from Dragon Moon Press.



Christiana is also the writer, producer and star of *Space Casey*, a 10-part audiodrama miniseries that also reached thousands of listeners, and enlisted dozens of "Casey's Cadets"—fans who became active promoters of the show. *Space Casey* was awarded the Gold Mark Time award for Best Science Fiction Audio Production by the American Society for Science Fiction Audio.

In between major projects, Christiana is also the creator and talent of many other podcast productions including *Pickle Tales: Battle of the Podcast Stars*, *Hey, Want to Watch a Movie?* and *Christiana's Shallow Thoughts*.

JENNIE FARIES

Jennie Faries is a graphic designer for Baen Books, creating book jackets, CDs, catalogs, and other items to promote Baen's titles. She has also worked, and still consults, in marketing and design for companies in both the fine arts and technology. She is a master costumer who has been competing for over 15 years. Her more recent awards include best master class workmanship at MilPhil and the first place special Discworld prize at Noreascon 4. She holds degrees in theatrical design and has worked as a freelance lighting and costume designer.

ERIC J. FLEISCHER [DR. GANDALF]

Along with his wife Halla (Balticon 35's Artist Guest of Honor), Dr. G. has been attending Balticon well over 25 years. After winning first place master costumer at Balticon 16 in 1982, he decided to quit costuming while he was ahead and moved into other aspects of the convention. He has been the art show auctioneer for many years, and more recently has also been the RIF auctioneer.

Dr. G. also works on the technical side of Balticon, recording the masquerade, parody plays, guest of honor speeches and other events in the convention's main tent, doing the post production on the videos, and creating DVDs of the events. The DVDs are available for purchase. The proceeds from the sales help support Balticon and BSFS.

HELEN "HALLA" FLEISCHER

Born in Washington, DC and raised in nearby Maryland, Helen (<mysite.verizon.net/helenhalla>; <www.flickr.com/photos/58094505@N00/>) spent her childhood surrounded by farms and woodland in the process of being replaced by suburbs, and commuting to the DC museums as often as anyone would take her. She and her sister have been drawing, painting and crafting as long as they can remember, partly as an



escape from an abusive childhood. They found creating to be a pretty effective antidote to destructive surroundings. Her sister even went to art college, but Helen took the seemingly more practical path, and earned a degree in elementary education. Along the way, she picked up spinning, knitting and weaving as hobbies, and occasionally incorporates them into her art.

An association with Markland that started in college eventually gave Helen the nickname "Halla"—taken from a Norse Saga. Somehow it is that name that always finds itself on her artwork. When she was drawn into the world of science fiction conventions, the name Halla really stuck.

Halla and her husband, Dr. Gandalf (the auctioneer), have been attending Balticon for over 20 years. It is at SF convention art shows like Balticon, Philcon and Darkover that her varied, experimental fantasy art and whimsical polymer clay sculptures have become somewhat familiar and have gradually started to attract a small following. Currently she's experimenting with progressively larger works in acrylic as well as taking inspiration from defective electronics. In the past, she has been inspired by many generous teachers and fellow fans and artists.

FRAGILE GRAVITY [CHRIS IMPINK & BARB FISCHER]

Chris Impink and Barb Fischer are the creators of the web comic *Fragile Gravity*, a strip that features independent comics, conventions, and (in an earlier arc) an invasionary force of penguins. Oh, and an extra-bitter stoat. It's coming to an end on December 30, so start reading fast.

Chris Impink does the artwork and web design for the strip;

he has been featured in Antarctic Press and did much of the graphic work for "The Babylon Project" role-playing game. Additionally, his work has been featured at various conventions such as Katsucon, Technicon, and Rising Star. He is also mildly notorious for co-founding Katsucon, though his team of spin doctors has kept that under wraps for many years. Chris uses what precious free time he has to work with the Pixel Corps and currently is preparing to conquer the work of public access television production.

Barb Fischer does the writing for the strip as well as the assembly of tchotchke merchandise; when not plotting out the nuts and bolts of FG's final days, she takes care of her eight-year-old son which gives her just enough time in the day to take one or two breaths before plunging back into the fray. There are a few new projects in the wings, but for now Barb would be happiest if she could just clean her damn craft corner out.

DOUG FRATZ



Doug Fratz is best known in the science fiction and fantasy field as a book reviewer who currently writes for *Science Fiction Weekly*, on the SciFi Channel's web site at <www.scifi.com/sfw>. He has been reviewing books and writing about science fiction for more than 35 years, with work appearing in *Science Fiction Age*, *Science Fiction Eye*, *Fantasy Review*, the *Washington Post*, and other venues, including his own literary magazine, *Quantum Science Fiction and Fantasy Review* (formerly *Thrust*). He founded *Thrust* as the science fiction magazine of the University of Maryland, and continued it as a semiprofessional magazine after graduation. As publisher and editor of *Thrust/Quantum* (1973-1993), he was nominated for five Hugo Awards. He has been attending science fiction conventions since 1968, and has appeared on more than 100 panels and other program items.

Doug Fratz began his fannish career in comics fandom in 1966, and published several well-known comics fanzines in the late 1960s and early 1970s, including *Comicology*, *Potpourri*, *CriFanAc*, and *Comicology Fan Review*. In the mid-1970s, he was a columnist in *The Nostalgia Journal*, soon to be retitled *The Comics Journal*, which became the primary critical journal of the graphic story field.

Doug Fratz received his BS degree in chemistry from the University of Maryland in 1974, and his MS degree in environmental science from the George Washington University in 1983. He lives in Gaithersburg, MD with his wife, and has two children.

GALACTICA QUORUM [MICHELE WHITE & TED WHITE]

The *Galactica Quorum* podcast discusses all aspects of the Sci-Fi Channel series *Battlestar Galactica* in a casual roundtable format. Light-hearted and at times irreverent, the *Quorum*, hosted by Brian, Dimitry, Michele and Jason, dishes out analysis and speculation about each episode and the current season. Along with *Battlestar Galactica* they also discuss a multitude of sci-fi genre shows, conventions and costuming.

The *Galactica Quorum* is proud to have been the winner of the 2008 Parsec Award for Best Fan Podcast.

CHARLES GANNON

Dr. Charles E. Gannon is a Distinguished Professor of English at St. Bonaventure University, where he was the Director of Graduate English until resigning in 2007. He is also a Fulbright Senior Specialist in American Literature and Culture. He has published both fiction and non-fiction in the SF field, and his longer fiction credits include novellettes in "shared world" universes (such as Jerry Pournelle's *War World* series) and in *Analog*. His most recent non-fiction book (*Rumors of War and Infernal Machines: Technomilitary Agenda Setting in American and British Speculative Fiction*) is in second edition, won the 2006 American Library Association Award for Outstanding Book, and was the topic of discussion when he was interviewed by NPR (*Morning Edition*). His next non-fiction book, *Bigger, Better, Brighter, Faster: the Reengineering of American Manifest Destiny*, is on advance contract and forthcoming from the University Press of Mississippi.



Dr. Gannon has been a Fulbright Fellow at Liverpool University, Palacky University (Czech Republic), and the University of Dundee and has published extensively on the interaction of fiction, technology (particularly military and space), and political influence.

Prior to his academic career, Dr. Gannon worked eight years as a scriptwriter and producer in New York City, where his clients included the United Nations, the World Health Organization, and The President's Council on Physical Fitness. He also worked as author and editor for GDW, and was a routine contributor to both the scientific/technical content and story-line in the award-winning games "Traveller" and "2300 AD."

MARTY GEAR



Marty is one of the founders of the International Costumers' Guild and served as its first president. He directed the masquerades of the '83 and '92 Worldcons and served as Master of Ceremonies at the '86 and '93 Worldcons. He has been the director and M/C of the Balticon Masquerades since '79, and has emceed many regional East Coast masquerades as well as Costume Cons. Marty negotiates contracts with the Federal Government for a living, which came in handy when he served as Hotel Liaison for Costume Cons (9 and 15) and the 1998 WorldCon.

THOMAS "cmdln" GIDEON

Thomas Gideon (<thecommandline.net>) is a self-described hacker, curmudgeon and hacktivist who has been podcasting for over two and a half years on the topic of technology and its interactions with society and culture based on his own experiences as a professional technologist, a life long



enthusiast and now a content creator/distributor. One of his favorite topics is the democratization of digital media made possible by ever cheaper and more powerful technology, and the conflicts that arise as a result with traditional media producers. He is also a contributing editor to the new open content-focused group blog, *Open Meda Review*.

LAURA ANNE GILMAN



Born in the late 1960s in suburban New Jersey, Laura Anne endured only moderate trauma—and some good times—before escaping to Skidmore College. After graduation, given the choice between grad school and employment, the lure of a paycheck took her to NYC and a career in publishing, while working nights and weekends to get her writing career started.

In 2004, she and corporate America decided they needed a break from each other. Her first original novel contract in-hand, Laura Anne became a full-time freelancer, and never looked back.

She is the author of the *Cosa Nostradamus* books for Luna (the *Retrievers* and *Paranormal Scene Investigations* series), a YA trilogy for HarperCollins, and the forthcoming *Vineart War* books from Pocket, while continuing to write and sell short fiction. She also writes paranormal romances for Nocturne as Anna Leonard.

Laura Anne is also an amateur chef, oenophile, and cat-servant. She lives in New York City, where she also runs d.y.m.k. productions.

BARRY GITTLEN

Dr. Barry M. Gittlen, professor of biblical and archaeological studies at Baltimore Hebrew University, has spent the better part of his life in the pursuit of the past. He has scoured the earth in search of ancient Israel at Tell Gezer, the Jenin-Megiddo Survey, Tell Jemmeh, Tel Ser'a, and Be'er Resisim. As field archaeologist and archaeological coordinator for the Tel Migne/Ekron Excavations in Israel (1982-1996), he helped recover the fascinating history of this Philistine industrial city. Combining the disciplines of archaeology and biblical studies, Dr. Gittlen strives to bring Israel's past to life and to reach new understandings of the Israelite populace which produced biblical literature.

Dr. Gittlen received his PhD from the Department of Oriental Studies of the University of Pennsylvania (1977) and has authored many scholarly articles as well as the recently published *Sacred Time, Sacred Place: Archaeology and the Religion of Israel* (Eisenbrauns 2002). Dr. Gittlen is currently preparing *Tel Migne-Ekron: Report of the 1984-1996 Excavations in Field III*, the final report on his excavations at Philistine Ekron.

Formerly interim president of Baltimore Hebrew University, Dr. Gittlen is chair of the Mid-Atlantic Region of the American Schools of Oriental Research. He is preparing a book of conference papers titled *The Archaeology of Worship in Biblical Israel*.

Named Baltimore Hebrew University's "Most Popular Professor" by *Baltimore Magazine* (January 1997) and the 1993 recipient of the President's Award for "The Professor Who Most

Exemplifies the High Ideals of the Baltimore Hebrew University," Dr. Gittlen's students constitute his lasting legacy.

NANCY O. GREENE

Nancy O. Greene started writing at the age of nine. Her previous works include *Portraits in the Dark: A Collection of Short Stories*, which received a brief mention in the *Year's Best Fantasy and Horror 2007*; and fiction, non-fiction, and poetry in *edifice WRECKED*, *RESPECT International*, *All Things Girl*, and *Freshly Squeezed: An Anthology*. She is currently the editor of *Pen in Hand*, the newsletter for the Maryland Writers' Association. She also has a BA from the University of Southern California, where she studied creative writing with award-winning writers and professors like T. Coraghessan Boyle and Aimee Bender.

HAL HAAG

Hal has chaired Balticon twice, Balticon 25 in 1991 and Balticon 35 in 2001. Is this a trend? Is there a pattern here? He is planning on chairing Balticon 45, and maybe sooner if needed. Hal has worked on many conventions on the East Coast and is a participating member of the Incredible Floating East Coast Art Show Crew. He is currently president of the Baltimore Worldcon 1998 Corporation (the group that sponsors the Worldcon Young Writers Award each year) and is a cofounder (along with Inge Heyer) of the local con-runners organization known as BWSMOF (the Baltimore/Washington SMOFs). His main interest in life now is board gaming. He is very active with the Games Club of Maryland, and hosts a twice-monthly session known as Alphabet Soup at the BSFS Building.

ETA HACK

Eta Hack (<ehack302@aol.com>) is a much overworked, single, home-schooling mom and day care provider in northwest Baltimore. She teaches CPR, First Aid and baby-sitting classes.

When she isn't working, she transports her son to ice rinks to pursue his figure skating passion.

In her copious spare time (snicker), she volunteers as a dyslexia tutor, in two science fiction clubs and at three SF conventions while attending five cons per year. She is very tired!

HARKNELL

Harknell is the webmaster and tech-guru of the Onezumi Studios family of websites, but fans know him best for his literary contributions to the *Onezumi.com* blog and the *Harknell.com* support community for artists. He occasionally contributes ideas to Onezumi's popular webcomic, and implemented the *Harknell.com* community. This includes a web-based online drawing program that members of the community use for free. He is currently developing AWSOM (Artist Website Simple One-shot Multi-installer), which will be a free program that sets up an art or comic portfolio website without forcing the artist to learn programming languages. He currently lives near New Brunswick, NJ, where he shares an art studio with Onezumi and a lot of old video games.

KELLY A. HARMON

I wrote for 10 years for newspapers, initially as a beat reporter and later as a free-lance journalist. I was the senior articles editor

for *NFG Magazine* (in Toronto, though I live in the US) and have had articles published in local papers and online at *SciFi.com*.

My story "Blood Soup" was published in *Fantasy Gazetteers* in July 2008 and my story "Lies" is a quarterly finalist for the 2008 Aeon Award (the Irish Science Fiction and Fantasy Award.) Final judging has not yet been determined for the award (so I'm crossing my fingers I place.) My story "The Dragon and San Marino" was published in the Ricasso Press Anthology *Black Dragon, White Dragon* in January 2009.

In my mundane day job, I'm the webmaster for the National Agricultural Library, where I've worked since 2001.

MARC HARTSTEIN

Marc has been fannish for as long as he can recall, and part of this community we call fandom for the greater part of his adult life. He was on the founding ConCom of the No Such Convention, and worked with them for six years. In the last four years, Marc has been excited to study the dances and culture of 19th century England and America. He continues to be an avid gamer.

DAVID G. HARTWELL

David G. Hartwell (<www.davidghartwell.com>) is a Senior Editor of Tor/Forge Books. He is the proprietor of Dragon Press, publisher and bookseller, which publishes *The New York Review of Science Fiction*; and the President of David G. Hartwell, Inc. He is the author of *Age of Wonders* and the editor of many anthologies, including *The Dark Descent*, *The World Treasury of Science Fiction*, *The Hard SF Renaissance*, *The Space Opera Renaissance*, and a number of Christmas anthologies, among others. Recently he co-edited his 12th annual paperback volume of *Year's Best SF*, and co-edited the seventh *Year's Best Fantasy*. John Updike, reviewing *The World Treasury of Science Fiction* in *The New Yorker*, characterized him as a "loving expert." He has won the Eaton Award, the World Fantasy Award, and has been nominated for the Hugo Award 31 times to date, winning Best Editor in 2006.

JOHN G. HEMRY [JACK CAMPBELL]

John G. Hemry is the author, under the pen name Jack Campbell, of the *New York Times* and *USA Today* national best-selling *Lost Fleet* series (*Dauntless*, *Fearless*, *Courageous* and most recently *Valiant*). His next book will be the fifth in the *Lost* series, *Relentless*. Under his own name, he is also the author of the *JAG in Space* and *Stark's War* series. His short fiction has appeared in places as varied as the last *Chicks in Chainmail* anthology (*Turn the Other Chick*) and *Analog* magazine (which published his Nebula Award-nominated story "Small Moments in Time"). His humorous short story "As You Know Bob" was selected for *Year's Best SF 13*. John's nonfiction has appeared in *Analog* and *Artemis* magazines as well as BenBella books on *Charmed*, *Star Wars*, and *Superman*. He's also a SFWA Musketeer, which gives him the opportunity to be beaten up by women with swords. John is a retired US Navy officer who lives in Maryland with his long-suffering wife (the incomparable S) and three great kids.



C.J. HENDERSON



C.J. Henderson is the creator of the *Teddy London* supernatural detective series, as well as the author of such diverse titles as *The Encyclopedia of Science Fiction Movies*, *Black Sabbath: the Ozzy Osbourne Years*, and *Baby's First Mythos*. He has also had hundreds upon hundreds of short stories and comics published as well as thousands of non-fiction articles. His latest series, *Brooklyn Knight*, coming from Tor/Forge, will premier this November.

With over 50 books and/or novels in print, one would think this master wordsmith would be king of the world. Sadly, all of his funds are constantly being driven into bacon tree research, despite his wife's continual assurances that it won't work. To learn more about this truly gifted, if somewhat eccentric individual, visit his table in the dealers' room, or simply check in at <www.cjhenderson.com>.

LEE C. HILLMAN [GWENDOLYN GRACE]

Lee C. Hillman (*aka* Gwendolyn Grace) stumbled into editing and original writing when she was out pimping the first Harry Potter conference, *Nimbus - 2003*, which she ran for HP Education Fanon, Inc. (HPEF). She is the current president of HPEF, Inc., which is now producing its fifth Harry Potter conference, *Portus* (<www.hp2008.org>), in Dallas, TX this summer, with two more conferences planned for 2009 (San Jose) and 2010 (*Infinitus*). She considers herself primarily a fan fiction author, but has contributed original stories to *Bad-Ass Faeries* and *Bad-Ass Faeries II* (Marietta Publishing), and was an editor on *No Longer Dreams* (Lite Circle Books). She was also a panelist at EyeCon as part of her newest obsession: the CW's *Supernatural*. A lifelong fan of all things sci-fi and fantasy, she is a member of the SCA (Society for Creative Anachronism), an actor, singer, and dancer, and a self-proclaimed "musical theatre geek."

LARRY HODGES

Larry Hodges (<www.larryhodges.org/>), of Germantown, MD, is an active member of SFWA (Science Fiction & Fantasy Writers of America) with 26 short story sales. He's a graduate of the six-week 2006 *Odyssey Writers' Workshop*, the 2007 Orson Scott Card Literary Boot Camp, and the 2008 Taos Toolbox Writers' Workshop. He has a master's in journalism and a bachelor's in math, with minors in chemistry and computer science. He has three books and over 1100 published articles in 83 different publications, and is currently working on a futuristic political SF novel. He's also a member of the USA Table Tennis Hall of Fame—really! He once beat someone using an ice cube as a racket.

MARTHA HOLLOWAY

Somewhere between receiving a bachelor's degree in both mathematics and French and actually becoming René Descartes (her lifelong ambition), Martha married this guy who cold called her one night about a D&D game he'd heard about from his friends.

By day, she is a mild-mannered desktop tech support manager. By night, she transforms into a tired desktop tech support manager and an amateur fiction editor, *WordPress* site admin, audio engineer and producer. Oh, and voice actor. And cameraman. And short fiction writer. And internet personality. By the way, she would just like to say, "This is all Paul's fault."

Look for her in the Balticon new media track and around the con. She's the woman staring at a laptop, wearing headphones, and holding a mic.

THOMAS R. HOLTZ

Dr. Thomas R. Holtz, Jr. (<www.geol.umd.edu/~tholtz/>) is a dinosaur paleontologist specializing in the origin, evolution, adaptations, and paleobiology of carnivorous dinosaurs (especially *Tyrannosaurus* and its kin). He is a senior lecturer



in the Department of Geology at the University of Maryland, College Park. Recent works include several chapters in University of California Press' *The Dinosauria, Second Edition* (the bible of dinosaur research). In addition to his technical publications, Dr. Holtz has written several books for children (most recently *Dinosaurs: The Most Up-To-Date Encyclopedia for Dinosaur Lovers of All Ages* (Random House), and has been a consultant on numerous TV documentaries (including *BBC/Discovery Channel's Walking with Dinosaurs*) and museum exhibits. Check out the new dinosaur hall of at the Maryland Science Center!

Dr. Holtz is the faculty director of the College Park Scholars-Earth, Life and Time Program (<http://www.geol.umd.edu/~jmerck/eltsite/>), a living-learning program for freshmen and sophomores interested in natural history. He lives in southern Prince George's County with his wife (fan costumer Sue Shambaugh), a couple of cats, and Emilio Lizardo the bearded dragon.

P.G. HOLYFIELD



P.G. Holyfield's love of comparative religion, mythology, mystery, and role-playing games led him to create the fantasy setting called "The Land of Caern." It is a world where gods choose to be born and live mortal lives, in order to directly affect events in the world. *Murder at Avedon Hill* is the first work of fiction set in "The Land of Caern," a novel that appeals to both fantasy and mystery lovers alike.

The podcast version of *Murder at Avedon Hill* began in July 2007; it quickly transitioned from a straight read into an audio drama, with over 30 guests adding their voices to the podcast. *MaAH* has been featured in the iTunes literature store for over a year, and *MaAH* was a finalist for Best Podcast Novel and Best Podcast Production at the fall 2008 Podcast Peer Awards.

P.G. has lent his voice to characters in several podcast novels, including Chris Lester's *Metamor City* podcast and Philippa Ballantine's *Chasing the Bard*.

HEIDI HOOPER



Heidi Hooper (aka "The Dryer Lint Lady") received her bachelor's in sculpture from Virginia Commonwealth University and her master's in metalsmithing at Massachusetts College of Art. Once cancer took most of her right arm, she had to find new ways to express herself and found clay and dryer lint (not together). Her work can be seen in many galleries and shows, the closest of which is A Mano Galleries in New Hope, PA. Web: <www.HeidiHooper.com>. With her husband Michael A. Ventrella, she helped found modern live action fantasy roleplaying games in America and currently runs the Alliance LARP (<<http://www.alliancelarp.com/>>). She loves the pitter patter of little feet (she has four cats).

GEORGE HRAB

Multi-instrumentalist, singer, songwriter, producer, composer and heliocentrist George Hrab (<www.GeologicPodcast.com>) has written and produced five independent CDs; published one book; performed for President Clinton; shared the stage with countless numbers of musicians and acts; and has traveled across the country as drummer, vocalist, musical director, and event host for the nationally recognized *Philadelphia Funk Authority*. As defacto Despot-for-Life of his own original ensemble *The Geologic Orchestra*, George humbly follows in the footsteps of such icons as Frank Zappa, Mark Twain, Carl Sagan, and Will Rogers, making it a personal quest to improve the cognitive thinking skills of each and every American by reaching them through their funny bones and dance shoes. His music, skepticism and wit have been featured on many radio broadcasts, TV shows, and podcasts.



Along with his heroes Michael Shermer, James Randi and Phil Plait, George has been featured in the annual Skepdude calendar put out by <Skepchick.org>. In addition to his ten-piece *Geologic Orchestra* shows, Geo often performs in a solo acoustic setting, wherein he re-interprets his own works, and also delves into bizarre covers. He also produces a weekly, award-winning podcast called *The Geologic Podcast* which features humor, sketches, and skeptical/free-thinking commentary through various weekly segments. He was asked to write the theme song to the *365 Days of Astronomy* podcast and premiered the song "FAR" at the 213th American Astronomical Society Meeting in Long Beach California.

George recently published *Non-Coloring Book* featuring a collection of his assorted writings. He has been asked multiple times to be a featured performer at James Randi's *The Amazing Meeting* in Las Vegas, and was a special guest/performer in the Galapagos on the JREF's *Amazing Adventure*.

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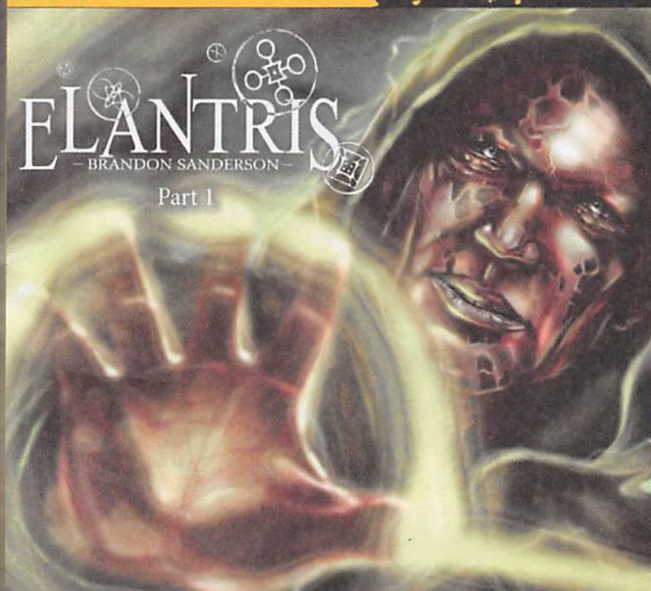
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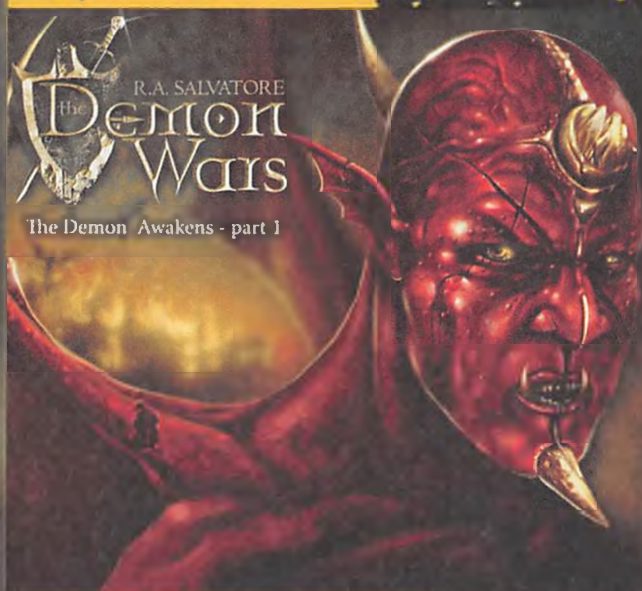
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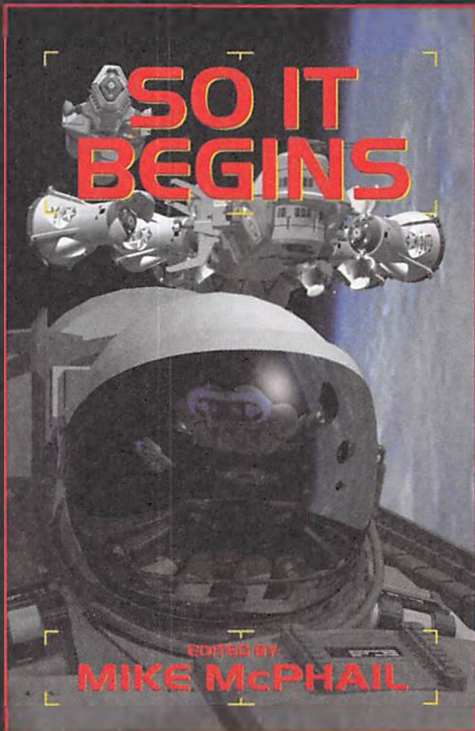
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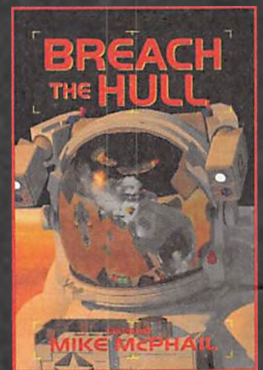
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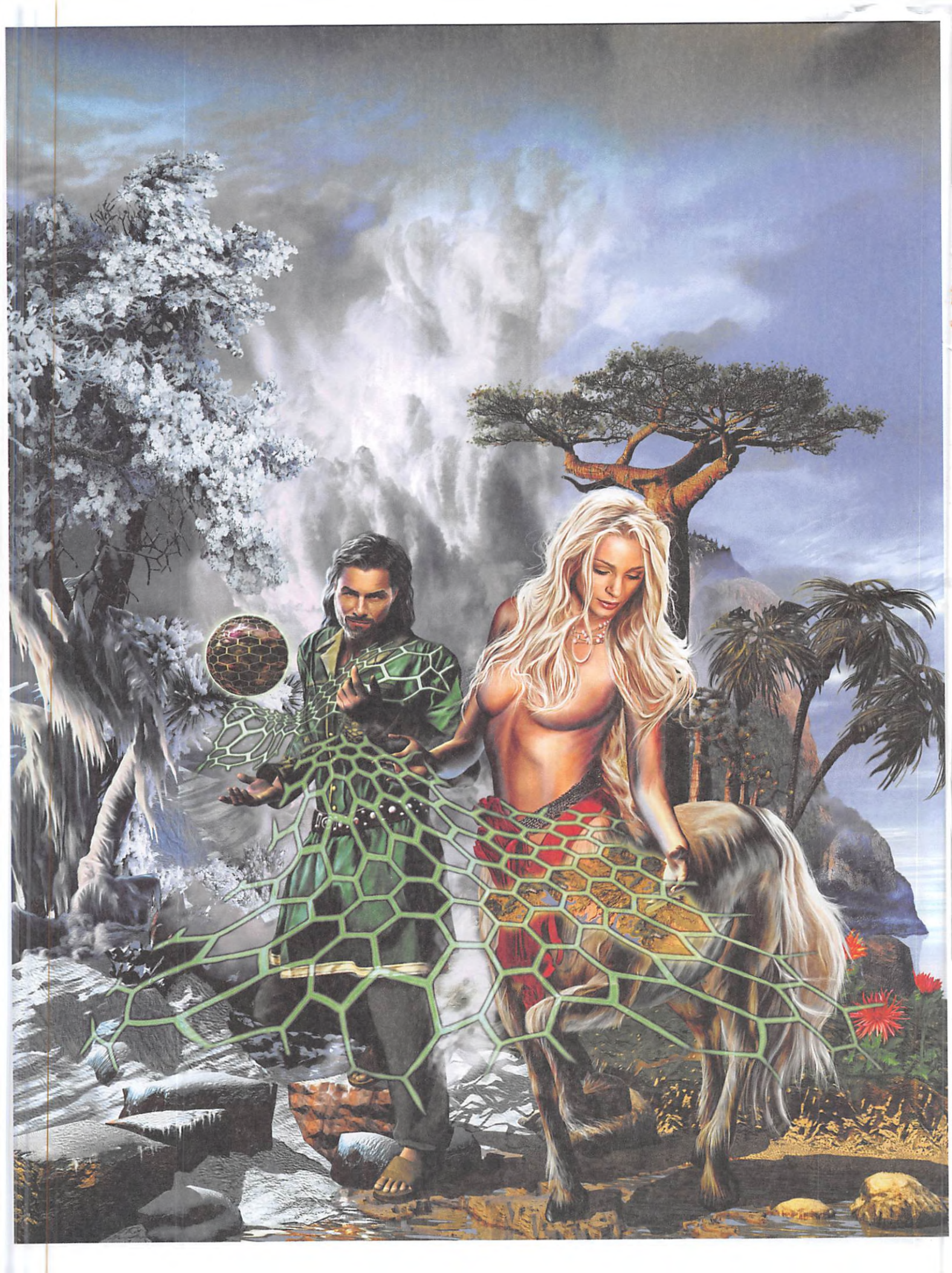
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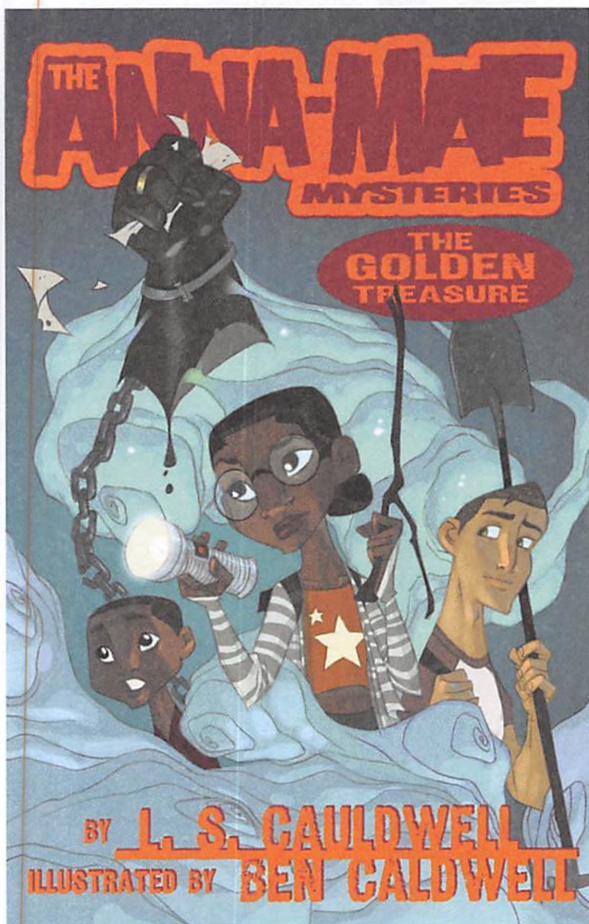


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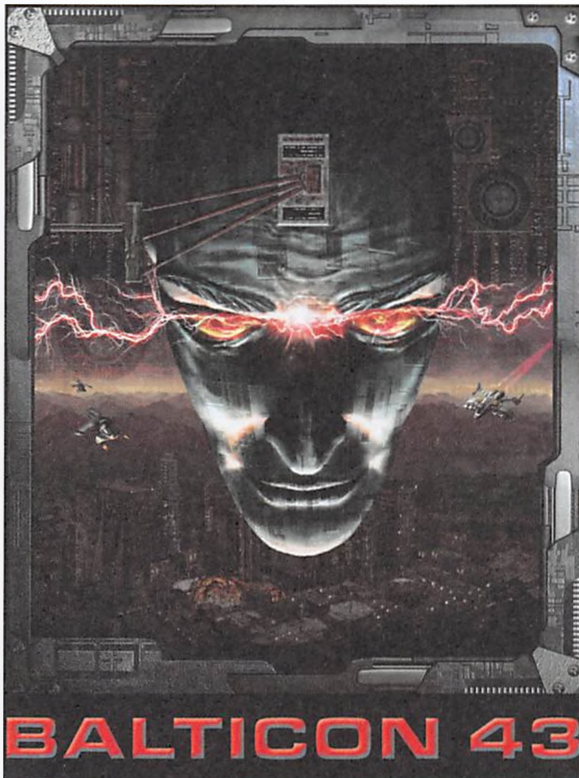
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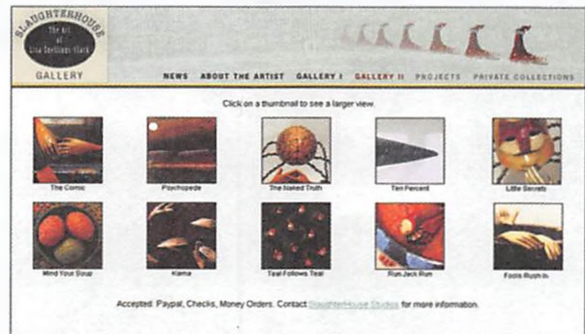
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J.C. HUTCHINS

J.C. Hutchins will make his print debut in June 2009 with *Personal Effects: Dark Art*. Hailed as “the future of storytelling” by *CSI* creator Anthony E. Zuiker, “compelling” by director Gore Verbinski and “impossible to put down” by *Final Destination* writer Jeffrey Reddick, this new supernatural thriller series combines the experience of a traditional novel with an alternate reality game.



J.C. is also the award-winning author of the free 7th Son audiobook thriller trilogy, the most popular “podcast novel” series in history. The trilogy’s first novel, *Descent*, will be published in fall 2009 by St. Martin’s Press. Learn more and download the trilogy for free at <7thSonNovel.com>.

J.C. Hutchins has been featured in the *New York Times*, the *Washington Post*, *TIME.com*, *OMMA* and *Blogger and Podcaster* magazines, *Asimov’s Science Fiction*, and the *BBC*. (Photo by J.R. Blackwell.)

PAULETTE JAXTON

Paulette Jaxton began her career as a software engineer at NASA during the early days of the shuttle program. After a lifetime love affair with fantasy and science fiction that began with the likes of Tolken and Heinlein, Ms. Jaxton now brings her own unique voice to the genre she loves. Having grown up on the shores of the Chesapeake Bay, Paulette still calls Annapolis, MD home.



Paulette has become an accomplished podcast author, editor and producer with her own anthology series *Form Letter Rejection Theatre*, as well as being an associate producer on the *Metamor City* and *Murder at Avedon Hill* podcasts.

MICHAEL KABONGO

There’s really not much to say. I’m a salesman by nature and have been selling things in one way or another since I was five. I was in 4H when I was a child and have been an assistant leader since. I’m a horrible singer, a very good cook and a mediocre baker. I’m a huge music fan; in recent years I’ve actually spent more on music than on books and food. My musical tastes are broad; I’ve listened to and enjoyed artists that run the gamut from 2Pac to Mike and the Mechanics, Anita Baker to Rush, NWA to Tony Toni, Tone. My reading tastes are just as far ranging and I’ve consumed some several thousand novels in my life, hundreds of non fiction books and countless newspaper, magazine and e-articles.

ROBERT I. KATZ

Robert I. Katz is professor of clinical anesthesiology and vice-chairman for administration of the Department of Anesthesiology at State University of New York at Stony Brook. The author of over 50 scientific publications, Dr. Katz is the

author of the award-winning *Edward Maret: A Novel of the Future*, as well as the Kurtz and Barent mystery series (*Surgical Risk*, *The Anatomy Lesson*). The third book in this series (*Seizure*) was released February 1, 2009.

ERIC KIMBALL

Eric Kimball lives and works in Virginia just north of Washington, DC. In addition to his day job as a corporate trainer, he is the writer and producer for a number of online comics including *Exiern.com* and *Legacycomic.com*. Over the last three years his work has gone from a single crudely drawn comic to a fully funded business with several employees. Eric also is part of a weekly podcast on the art and business of creating comics and is a managing member of the 910CMX webcomic collective.

PATTI KINLOCK

Patti Kinlock (<www.elwynsattic.com>) is a poet and amateur photographer. She coordinates the poetry program at Balticon and edits the *BSFAN*, the Balticon souvenir book. Her alter ego sells herself into corporate servitude in order to feed two hungry cat-children. She lives in Roland Park, MD with her professor husband “Dr. T,” cats Selene and Inky, and a bunch of fish and snails that reproduce like tribbles. All this surrounded by as many plants as will fit into a condominium.



Even after years of practice, she has not yet mastered the art of typing around a cat. Stop by the Balticon sales table and she’ll be happy to sell you a BSFS dragon in need of a home.

BEATRICE KONDO

Beatrice Kondo is an evolutionary biologist, specializing in the evolution of complex behaviors (such as migration), and a member of the Biology faculty at Johns Hopkins University. Two of her publications focus on Maryland’s state bird, the Baltimore Oriole. A cast member of the *Arbiter Chronicles* (Prometheus Radio Theatre), as well as the *Usual Suspects*, her work with a chainsaw is second to none (see “Have Browncoat, Will Travel.”) She has trained her Mustang pony to ride and drive, but has not succeeded in teaching her cats anything.

YOJI KONDO [ERIC KOTANI]

Academic credentials and teaching experiences: Yoji Kondo (<www.sfw.org/members/kondo>) holds a PhD in astronomy and astrophysics from the University of Pennsylvania. He has taught astronomy, astrophysics, and space sciences at the University of Oklahoma, George Mason University, University of Pennsylvania, and Catholic University, and in the Futures Program at the University of Houston.

Experience in the space program: Dr. Kondo was co-investigator of the UV astronomy experiment on Skylab and headed the astrophysics laboratory during the Apollo and Skylab Missions at Johnson Space Center. He served as director of the IUE

geosynchronous satellite observatory for 15 years at Goddard Space Flight Center and was a NASA project scientist for the EUVE satellite observatory. He is co-investigator on the Kepler Mission to detect habitable planets, scheduled for launch in 2009.

Martial Arts: Yoji Kondo has taught judo and aikido for over three decades. He holds a 6th degree black belt in judo and a 7th degree black belt in aikido.



founded the Lite Circle, Inc., a non-profit literary organization whose main purpose is to promote the literary arts in central Maryland through such activities as small-press publishing, ongoing poetry readings in the Baltimore-Washington area, and various print and web publications.



He is co-editor with Vonnie Winslow Crist of the anthology *Lower Than the Angels: Science Fact, Science Fiction and Fantasy* (1999), and co-editor with Vonnie Winslow Crist and Patti Kinlock of a mystery/gothic horror/dark fantasy anthology, *Through a Glass Darkly* (2003). While an undergraduate student at Haverford College, he co-published *Orion Science Fiction Magazine* and founded the Doublestar Science Fiction Association.

He has a PhD in anthropology from the University of Pennsylvania and an MFA in creative writing/poetry from the University of Maryland, College Park. His research interests include religion, magic, ethnomedicine, cognitive models, and theories of belief. His book *Powwowing Among the Pennsylvania Dutch* was published in 2007 (Penn State Press).

MUR LAFFERTY

Mur Lafferty is an author, freelance writer and new media pioneer. She distributes her novels, essays and articles via free pdf, podcasts, blogs, and other methods to a wide audience. Her first print novel, *Playing For Keeps*, was released in summer 2008. She is the producer and host of the award-winning podcast *I Should Be Writing* and is currently working on season five of her popular *Heaven* podiobook series.



BRIAN KOSCIENSKI & CHRIS PISANO

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DAVE KRATZ

Dr. Kratz is a senior research scientist in the Climate Science Branch at NASA's Langley Research Center in Hampton, VA. As part of his research efforts at NASA/Langley, Dave applies his expertise in the field of thermal infrared radiative transfer to study the climatic implications of the ever-changing composition of the Earth's atmosphere. Dave is a co-investigator on the Clouds and the Earth's Radiant Energy System (CERES) project, which has instruments aboard the TRMM, Terra and Aqua satellites; and the Far-Infrared Spectroscopy of the Troposphere (FIRST) and In-situ Net Flux within the Atmosphere of the Earth (INFLAME) projects, which are developing a satellite sensing system for future climate study missions.

Dave earned a BA in physics in 1977 from UMBC, and both an MS in astrophysics in 1979 and a PhD in atmospheric sciences in 1987 from SUNY at Stony Brook. Dave is a full member of the American Astronomical Society, and was the recipient of the NASA Exceptional Scientific Achievement Award in 2004. On clear nights, Dave escapes to the countryside to explore the heavens with his telescopes.

DAVID W. KRIEBEL

David Kriebel is the editor and publisher of *Lite: Baltimore's Literary Newspaper* (on hiatus) and Lite Circle Books. In 1992 he

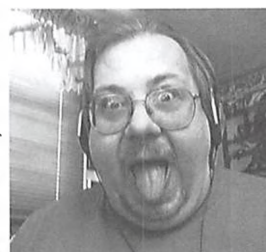
L. JAGI LAMPLIGHTER

L. Jagi Lamplighter is a fantasy author. She has published numerous articles on Japanese animation and appears in several short story anthologies, including *Best of Dreams of Decadence*, *No Longer Dreams*, *Bad-Ass Faeries*, *Bad-Ass Faeries Two: Just Plain Bad* and the Science Fiction Book Club's *Don't Open This Book*. She recently sold her first trilogy, *Prospero's Daughter*, to Tor. Volume one, *Prospero Lost*, is scheduled for summer 2009.

When not writing, she switches to her secret identity as wife and stay-home mom in Centreville, VA, where she lives with her dashing husband, author John C. Wright, and their three darling boys, Orville, Roland Wilbur, and Justinian Oberon.

GRIG "PUNKIE" LARSON

Swedish-American Grig "Punkie" Larson (<www.punkwalrus.com/>) has been a fandom favorite since the days before science fiction became mainstream. His over 20 years of experience in fandom culture and phenomena have spawned the writing of many short stories, gaming supplements, and even a book or two. Former actor, script writer, computer hacker, and complete gaming and book nerd, Punkie's most well known work, *The Saga*



of *Pink Walrus*, has lined the birdcages of some of the wealthiest of parrot owners, and propelled dozens of previously unstable table legs to a level state. His stage and panelist work has been legendary as being both loud and present. His affairs with penguins scandalize the local coffee houses. Now married, with a grown son, five cats, two dogs, and some ghosts, he grumbles about the glory days of Vikings while he hacks Linux boxes for the glory of Asgard from his home in Fairfax, VA.

DINA LEACOCK [DIANE ARRELLE]

Dina Leacock, (www.dinaleacock.com/) who writes under the pen name Diane Arrelle, lives in southern New Jersey with her husband, two sons and her cat. She writes humor, horror, fantasy and mystery stories and has two books—*Just a Drop in the Cup* (Darker Intentions Press), a collection of flash fiction and short-short stories, and *Elements of the Short Story: How to Write a Selling Story* (Tricornet Publishing). She is a founding/current member and past president of the Garden State Horror Writers and past president of the Philadelphia Writers' Conference and is a member of Broad Universe.



R. ALLEN LEIDER



Film reviewer/screenwriter R. Allen Leider began his career in 1970 at CBS news as copy boy for the *Walter Cronkite News*. In 1973, he became features writer for the *Monster Times* and went on to work at *Show*, *Celebrity* and *Glitter* magazines and other international publications. In 1984, he created the original story and screenplay for *The Oracle* (1985), and hosted his own radio show, *Cinemascene*, on WWFM for five years. He has contributed many short stories for the anthologies *Dark Furies*, *Hear Them Roar*, *Crypto-Critters I*, *Bad Ass Faeries I*, and the upcoming 2009 books *Barbarians at the Jumpgate* and *The Walrus Project*. In 2004, he was co-writer of *The Field Guide to Monsters* and, in 2009, *The Field Guide to Aliens* will be released. Presently, he writes and edits the online *Black Cat Review*.

His *Wicca Girl* Trilogy is a magical fantasy action-adventure following 18-year-old Druscilla Marie d'Lambert from her medieval childhood through her confirmation as Witch Queen to her modern day assignment as supernatural MI-6 agent "Wicca Girl." The first outline for this project was written in 1961 in his high school English class. His photojournalistic work has been syndicated worldwide. He lives in Manhattan with his wife Barbara, a professional photographer, and an assortment of Egyptian feline gods.

CHRIS LESTER

Chris (www.chrislester.org) is a self-proclaimed "mad scientist in training." He has been telling stories for about as long as he can remember, and credits a writing contest in elementary school for introducing him to his muse. Trained as a biologist

at the University of California-Santa Cruz, he received his master's degree in 2004 and promptly went out to try to start a career in the middle of the worst job market the American scientific community had seen in half a century. After three soul-sucking years in corporate America, he is now working as a science teacher at a charter school in Oakland, CA. When he isn't writing or planning lessons, he enjoys role-playing games, playing piano and guitar, sketching and digital painting. He misses his family's three Shiloh shepherds terribly. (Photo by J.R. Blackwell; used with permission).



NEAL LEVIN

Neal Levin is a game designer and writer from the abysmal state of New Jersey. Born and raised in central New Jersey, he currently resides there with his wife (and fellow writer) Tina and two furry children. Having lived there most of his life, he turned towards fantasy to cover the reality of life there. In 2001 he founded Dark Quest Games and learned to pour his brain directly to paper with some attempt to filter the results... these have culminated in many products with varying degrees of success.

His work in game design comes primarily through Dark Quest Games, but he also has writing credits with: Ambient Games, Bastion Press, Mystic Eye Games, EN Publishing and Top Fashion Games. He has widely diverging tastes and has been known to create products involving dinosaurs, magic, and cybernetics... hopefully not all at the same time. Although there is some part of him that thinks it wouldn't be that bad.

He is the editor for *Graveline*, the organizational newsletter produced by the Garden State Horror Writers (www.gshw.net) and also holds the honor of being the editor-in-chief of ADF Publishing (the publishing arm of *Ár nDraíocht Féin: A Druid Fellowship* (ADF.org)). This year he served as the editor for *Skein of Shadows* and *Crown Tales*. *Skein* is a mosaic novel incorporating the novellas of four authors into a seamless novel. Both *Crown Tales* and *Skein of Shadows* are set in the campaign world of "Crown: City of the Fallen." Look forward to his latest novel, *Fate's Hand*, in the near future.

NATHAN LILLY [N.E. LILLY]

N.E. Lilly is the editor of *SpaceWesterns.com*, *Thaumatrope*, and *Everyday Weirdness*. When he isn't reading slush, he's developing websites for science fiction professionals and organizations through GreenTentacles. His current work includes *timburke.com*, *Everyday Weirdness*, *The Confinder*, and *Thaumatrope: The Twittering ezine*.

KATHRYN LIVELY

Kathryn Lively is an award-winning writer and editor. She is a former Eppie nominee and has edited Eppie-nominated titles for other publishers. She is also the author of *Pithed: An Andy Farmer Mystery*, available from Mundania Press. Kathryn has presented at writers' conferences, speaking on a variety of publishing and writing related topics.

TIM LIVENGOOD

Dr. Tim Livengood is an observational planetary astrophysicist, studying the composition, temperature, and dynamics (wind) in the atmosphere of other planets in our solar system, using telescopes here on Earth and in space. Tim started life in Indianapolis, IN, attended Towson Senior High School in Towson, MD, obtained his BA degree in physics at Washington University in St. Louis, and received a doctorate in physics and astronomy from the Johns Hopkins University in Baltimore in 1991. Tim's doctoral thesis was a study of ultraviolet light from Jupiter's aurora using the IUE orbiting observatory. Tim still explores Jupiter's aurora, using light from all across the spectrum. Tim held a National Research Council post-doctoral appointment at NASA's Goddard Space Flight Center (GSFC), from 1991 through 1994, studying the atmosphere of planets and the July, 1994 impacts of the fragments of Comet Shoemaker-Levy 9 with Jupiter. From 1994 through 1999, Tim was a member of the research faculty at the University of Maryland, College Park. Since 1999, Tim has been engaged in science education and public outreach, pursuing astronomical research combined with communicating scientific discovery to the public.

Tim has delivered science presentations to public audiences of more than 25,000 students and adults in groups of 30 to 1700, led educator workshops for over 1000 K-13 educators, and developed science education units in education modules for grades K-13. In addition to his main pursuits in scientific research and education, Tim also performs occasionally as a professional storyteller and has been known to tell stories as a way to illustrate central truths from the world of science and exploration.

NATHAN LOWELL

Nathan Lowell is the creator of *The Golden Age of the Solar Clipper* series and author of five podiobooks. Two of his novels, *South Coast* and *Full Share*, were finalists in last year's Parsec Awards.

PERRIANNE LURIE

Perrienne Lurie is a physician with the Division of Infectious Disease Epidemiology at the Pennsylvania Department of Health. She has been active in fandom for over 30 years in SF clubs, cons, filking, writing con reviews, etc. She was a member of the Baltimore in 1998 bid committee. She served as deputy division director for programming at BucCONeers, assistant to the director of the Millennium Philcon Hugo Awards Ceremony, and director of the Torcon 3 Hugo Awards Ceremony. She is also active in the Central Pennsylvania (European boardgame) Game Club. She has run the Balticon Green Room for WAY too many years and is a life member of BSFS.

JEFFREY LYMAN

Jeffrey Lyman is a mechanical engineer living in New York, near New York City. He attended the Odyssey Writing School in 2004. Since then his short stories have appeared in various anthologies. Most recently his works have appeared in *Breach the Hull* and *So It Begins*, anthologies of military science fiction by Marietta Publishing, and *Sails and Sorcery*, by Fantasis Enterprises. Additionally he has coedited the following

anthologies: *No Longer Dreams* (Lite Circle Books), and *Bad Ass Faeries* and *Bad Ass Faeries II* (Marietta Publishing). His writing output has temporarily slowed after the recent birth of his first child, Edmund Friedrich (Eddie Freddie) Lyman.

REGINA LYNN

Regina Lynn is the award-winning *Sex Drive* columnist at *Wired.com* and the author of *Sexier Sex: Lessons From the Brave New Sexual Frontier* (Seal Press) and *The Sexual Revolution 2.0* (Ulysses Press).

She started writing *Sex Drive* early in 2003 and received a Maggie award for "Best Online Column" from the Western Publications Association in 2005, then has forgotten to audition again ever since. That's okay, though, because she received the high honor of being chosen as a finalist for the Erotic Awards in London. And *Marie Claire* magazine called Regina one of the "top five sex experts in the US"; she is still trying to shrug off any performance anxiety this accolade might cause.

She has been featured in the *New York Times*, *Newsweek*, *SexTV*, *CNN Headline News*, *Fox News*, *Spike TV*, *Playboy Radio*, the *Village Voice*, *G4TV*, *Digital Village Radio*, and *NPR New Zealand*, among other places, but she is most humbled by her occasional appearances on *FARK* and *Digg*.

Regina lives in Los Angeles and San Francisco with her dog Jedi and her horse Rockstar. When not researching or writing, she can be found at the barn, just like she dreamed when she was nine. Her birthday is in May but she accepts presents all year.

**JONATHAN MABERRY**

Jonathan Maberry (<www.jonathanmaberry.com>) is a multiple Bram Stoker Award-winning author.

His novels includes the supernatural thrillers *Ghost Road Blues* (winner of the Stoker Award for Best First Novel in 2006), *Dead Man's Song* (2007), *Bad Moon Rising* (2008), and the mainstream techno-thriller *Patient Zero* (2009). Upcoming novels include *The Dragon Factory* and *The King of Plagues* (St. Martins Press) and *The Wolfman* (Universal Pictures).

His nonfiction works include *Vampire Universe* (Citadel Press, 2006), and *The Cryptopedia* (Citadel, 2007—winner of the Bram Stoker Award for Outstanding Achievement in Nonfiction); and *Zombie CSU: The Forensics of the Living Dead* (2008). Upcoming books include *They Bite!* (2009) and *Vampire Hunters and Other Enemies of Evil* (2010).

His first two comics for Marvel—*Punisher: Naked Kill* and *Wolverine: Ghosts*—will be released in 2009.

Jonathan is the co-creator (with Laura Schrock) of *On the Slab*, an entertainment news show for ABC Disney/Stage 9, to be released on the internet in 2009.

Jonathan is a contributing editor for *The Big Thrill* (the newsletter of the International Thriller Writers), and is a member of SFWA, MWA and HWA. He is a frequent guest at genre cons and writers' conferences.

Jonathan is a founding member of the Liars Club, a group of networking publishing professionals that includes bestsellers William Lashner, L. A. Banks, Merry Jones, Gregory Frost, Jon

McGoran, Ed Pettit, Dennis Tafoya, Keith Strunk, Don Lafferty, Kelly Simmons, Laura Schrock and Marie Lamba.

HELEN E.H. MADDEN



Helen E. H. Madden (<www.helenehmadden.com>) is a writer and graphic artist who quit her lucrative day job years ago to tell dirty stories for fun and profit. Her published works have appeared in various anthologies, including *Cream: The Best of the Erotica Readers and Writers Association* and the charity anthology *Coming Together: With Pride*. Helen also writes and

produces the *Heat Flash* podcast, a free online audio program of erotic speculative fiction. Her latest book, *Future Perfect: A Collection of Fantastic Erotica*, is available from *Logical-Lust.com*. Helen also draws *The Adventures of Cynical Woman*, a web comic about life as a stay-at-home mom and erotica writer. When she's not writing or drawing, Helen thinks about sex. A lot.

Podcast: <www.heatflash.libsyn.com>. Web comic: <www.theadventuresofcynicalwoman.blogspot.com>.

MAinPA

MA has been podcasting for two years. She got her start with her show *Better Late Than Never* and can also be heard bi-weekly on *Fanboy Hell*. She has lent her voice to several audio productions such as *Pseudopod*, *Morevi Remastered*, and *Murder at Avedon Hill*, and she plays Rebecca in "Making the Cut" from the *Metamor City* podcast.

A former single mom, MA lives outside Philadelphia with her husband Dan, where they are attempting to raise another good little geek. When not podcasting, she works in the field of recycling, doing her best to make a difference in the world around her.

GAIL Z. MARTIN



Gail Z. Martin is the author of *The Chronicles of the Necromancer* fantasy series, with *The Summoner* (2007), *The Blood King* (2008) and *Dark Haven* (2009). She discovered her passion for science fiction, fantasy and ghost stories in elementary school. The very first story she ever wrote—at age five—was about a vampire. Her favorite TV shows as a preschooler were *Dark Shadows* and *Lost in Space*. At age 14, she decided to become a writer, and launched a fanzine when she was in college. She enjoys attending science fiction/fantasy conventions, renaissance fairs and living history sites.

Martin was born in Meadville, PA. She graduated from Grove City College with a BA in history, and earned an MBA in marketing and management information systems from the Pennsylvania State University. After nearly 20 years as a marketing executive for corporations and nonprofit organizations, she started her own consulting firm, DreamSpinner Communications. She also writes feature articles on a variety of topics for regional and national magazines. In addition to writing and consulting, Gail

Z. Martin teaches public relations writing and public speaking for the University of North Carolina-Charlotte. She is married and has three children, a Himalayan cat and a golden retriever.

BILL MAYHEW

I have been telling stories in public for about 30 years in all sorts of places, including: nine states and the District of Columbia, from kindergarten to senior citizens. I have told stories in colleges, campfires, *Voice of America*, the Kennedy Center, birthday parties, and the Easter Egg Roll at the White House. I ran a cable television show for seven years devoted to storytelling. I also do the occasional lecture on the subject.

I tell folk tales for the most part, chosen from all around the world. My favorite stories are the humorous ones. I tell ghost stories and sad stories, and classics such as *Beowulf* and *Odysseus*, but mostly I like the funny ones. Many of my ghosties are humorous.

I have three cute grandchildren. I don't know what this has to do with anything but they really are cute so I like to tell people. Don't be frightened, I don't carry pictures.

PATRICK E. MCLEAN

Patrick E. McLean is the author of the Parsec Award-winning *How to Succeed in Evil*—the tale of Edwin Windsor, Evil Efficiency consultant, who becomes so fed up with his foolish clients that he decides to go into the business of Evil for himself and show the world how it's done.

He is also the creator and producer of the *Seanachai* podcast.

CLAYTON MCNALLY

Page turning FUN... a MUST Read! Clayton McNally writes in a story-telling manner that is fast-paced and exciting. His stories grab your interest from beginning to end. *To the Stars* will engage the imagination of science fiction enthusiasts. This action-packed novel includes hand-to-hand combat using Kenpo Karate and major space battles utilizing unconventional ingenuity.



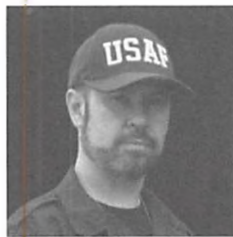
The second in the *Galactic Star Force* series, *Surviving Behind Enemy Lines* (July 2008), will grab you from the first page and hold you until the end. It is a compelling story of battles and human survival when the odds are overwhelming. The third book in the *Galactic Star Force* series, *Liberty and Peace—To Die For*, is due out in 2009.

Also due out in 2009 will be the first book in the new *Galaxy on Fire* series, *Civil Unrest*.

Clayton has repeatedly participated as a panelist and/or lecturer at numerous conventions on the East Coast. He was a WorldCon panelist in 2008.

Clayton is a 5th Dan associate professor instructor of Kenpo Karate, a Reiki and acupuncture practitioner, and operates an award-winning martial arts school, East West Karate NE, with students ages 3 to 67.

MIKE MCPHAIL



Mike McPhail (<www.mcp-concepts.com>; <www.milscifi.com/>) is the winner of the 2007 Dream Realm Award for Best Anthology (and finalist for Best Cover Art), as editor and cover artist for the Military Science Fiction anthology *Breach the Hull* (Marietta Publishing). Currently he is working on book two in the trilogy, *So It Begins*, which is scheduled for release in early 2009, with book three, *By Other Means*, planned for 2011.

He is the creator of the *Alliance Archives* (All'Arc) series and its related Martial Role-Playing Game (MRPG), a manual-based, military science fiction game that realistically portrays the consequences of warfare.

DAVID MOLDAWER



David Moldawer is an editor at Portfolio, an imprint of Penguin Group. He podcasts about science fiction books, television shows, and movies as one of the Kick-Ass Mystic Ninjas. He lives in Brooklyn with his wife and dog.

TEE MORRIS

Actor Tee Morris (<www.teemorris.com>) began his writing career in 2002 with the award-nominated historical epic fantasy, *MOREVI: The Chronicles of Rafe and Askana*. In 2004, his spoof of both the fantasy and hard-boiled detective novel *The Case of The Singing Sword: A Billibub Baddings Mystery*, received an Honorable Mention for *ForeWord Magazine's* Book of the Year award, and was a finalist for the Independent Publisher's Best Science Fiction and Fantasy.



Tee entered 2005 with an idea: podcasting a novel in order to promote its sequel. *MOREVI* went on to become the first book podcast in its entirety and was nominated for a 2006 Parsec for Best Podcast Fiction. Podcasting *MOREVI* also led to the founding of *Podiobooks.com* and *Podcasting for Dummies* from Wiley Publishing, co-written with Evo Terra. That same year saw the premiere of *Legacy of MOREVI: Book One of the Arathellean Wars* (a finalist for *ForeWord Magazine's* Best Science Fiction of 2005).

Tee hosts *The Survival Guide to Writing Fantasy* (<www.teemorris.com/blog/>), a show about marketing and self-promotional concepts for published and soon-to-be-published authors. In 2006, Tee appeared in the podcast anthology *VOICES: New Media Fiction* (edited by Mur Lafferty) with "Asleep at the Wheel" and brought *Billibub Baddings and the Case of the Singing Sword* to the podosphere in 2007. He can also be heard alongside Phil Rossi in *Microbrewed* (<www.teemorris.com>), *Podcasting for Dummies* (<ForDummies.com>), and his epic production *Morevi: Remastered* (<www.morevi.net/>).

His next projects include a podcast of *Legacy of Morevi: Book*

One of the Arathellean Wars, the steampunk podcast *Books and Braun* and the print release of *Exodus from Morevi: Book Two of The Arathellean Wars*.

EARL NEWTON



Earl Newton is a multiple-award-winning writer and director, and the creator of the popular sci-fi series *Stranger Things* (<www.StrangerThings.tv/>). He has directed works for Random House—*Podcasting for Dummies* among others—and his work has been featured in such magazines as *Wired*, *Moviemaker*, *Film Threat*, and *IO9.com*.

ROSSCOTT NOVER



Rosscott is kinda famous on the internet. Between podcasting, blogging, and writing bios about himself in the third person, he finds time to write the always amazing webcomic *The System* (<www.systemcomic.com/>), a daily comic-strip style mess starring iconography and graphics most notable from street and wayfinding signage. Having been written about in *Fleen*, *Comic Book Resources*, and onward through the blogosphere (which surprisingly does not set off his spell check), *The System* and its growing fans (known as "Systemics") are sneaking up behind you and hoping that you join their ranks, for which you may receive a cookie.* While Rosscott often travels, he maintains his humble apartment in Washington, DC (which is in need of a fair amount of tidying).

*Cookie currently unavailable.

ONEZUMI

Fans say that Onezumi's comic and artwork is evocative of the D.I.Y. attitude of Ani DiFranco and the off-beat humor of Jenny McCarthy coupled with a passionate devotion to nurturing creative talent in the artistic community. This spirit is summed up in the tagline for her site: "The Art. The Comic. The Insanity."

"My comic work is intentionally absurd because life is unintentionally absurd. The goal is to make my readers laugh, but beyond that I try to get my readers questioning why exactly they are laughing in the first place. My work is really about order and understanding through chaos, while having fun. Some people discover the family they never had on our community site, and that's the main reason why we do what we do."

-Onezumi

Onezumi's rather unconventional web-based comic strip and comic companion blog is located at <www.Onezumi.com> and is updated three times a week. Besides featuring her original artwork the site hosts art creation tutorials, business tutorials, and video tutorials. Her interactive community forum site (<www.Harknell.com>) features a free web-based art creation program and areas for art critique and website development. Her self-produced store is located at <www.OnezumiStudios.com>.

JOSHUA PALMATIER

Joshua Palmatier (<www.joshuapalmatier.com/>; <jpsorrow.livejournal.com>) is a fantasy writer with a PhD in mathematics who currently lives in New York. He teaches mathematics at SUNY-Oneonta and writes fantasy to keep himself sane. He has not succeeded. His first trilogy, *The Throne of Amenkor*—comprising *The Skewed Throne*, *The Cracked Throne*, and *The Vacant Throne*—is now complete, and he is hard at work on *Well of Sorrows*, the start of another trilogy set in the same world.



MICHAEL D. PEDERSON

Mike Pederson is the publisher/editor/graphic designer responsible for the semiprozine *Nth Degree* and its e-zine counterpart *NthZine.com*. Mike began life as a semi-pro in 1988 when his SF short story, "Dust Storm," won first place in a local writing contest. In the 1990s he wrote and published the *Raven* comic book series (with artist R. Craig Enslin) and edited and published *Scene*, a Virginia-based entertainment magazine.

In 2001, Mike was part of the best in class-master division-winning presentation ("Pre-Emptive Strike") at the Millennium Philcon masquerade. Shortly after that he started *Nth Degree*. Last year, he wrote a chapter on "Writing for Magazines" for Dragon Moon Press' *Writing Fantasy: The Quest for Publication*.

Mike has temporarily put his zining activities on hold to focus on even more serious (and time-consuming) fanac. He is now the permanent con chair for RavenCon in Richmond, VA and (along with Warren Buff) is chairing a bid for a Raleigh NASFiC in 2010. Yes, Mike is an insanely busy person; if you see him around the con please feed him lots of caffeine and/or beer.

When not engaged in geekish pursuits, Mike is a professional graphic designer and lives in Charlotte, NC.

ALLY E. PELTIER

Ally E. Peltier is an editor, writer, and publishing consultant with a decade of experience working for clients such as Simon and Schuster, Penguin Group USA, Houghton Mifflin Harcourt, The Literary Group, Kaplan Publishing, Chronicle Books, FandW Publications, iUniverse, and more. She speaks regularly on writing and publishing related topics for conferences, organizations, and as an adjunct instructor at both Anne Arundel and Howard County Community Colleges. She also ghostwrites nonfiction books and coaches writers one-on-one. Learn more at <www.ambitiousenterprises.com>.

PODCASTING'S RICH SIGFRIT

To say that I enjoy podcasting and new media would be a gross understatement. My credits include mentions in high school and collegiate papers, newspapers, *Podcasting for Dummies*, and *Advanced Podcasting Tricks*. I have been called an innovator, having created the first *Star Wars* podcast (*RotO*), the first podcast for an independent wrestling federation (*Halo: Hardwired*), and distributed the first comic book made available via podcast feed (*Podcast 9*). I was the force behind the official *Troma* Podcast and a



former host/editor of the *501stCast*, the official podcast of the *501st Stormtrooper Legion*. I co-wrote, with Davey Beauchamp, the *Amazing Pulp Adventures Radio Show* starring *Mister Adventure* script book, with its second volume debuting soon. Along with his writing talents, Davey and I have

been doing *Mister Adventure* via podcast and live on stage for the past five years. I have also done commercial voice work as the voice of CRASH and SWE Wrestling, Volaris phone systems, and Howards RV. I have emceed numerous events at various cons, and host three nights a week for Wise Entertainment, a traveling trivia company. Between the podcasts, requested voices from other shows, and father of three, I have little time for my eventual webcomic, book, shortfilms, comicbook, and film festival (<www.20dollarfilmfest.com/>).

In my spare time, I sleep.

HELEN POWELL

Helen Powell leaves the alternative universe where she is a systems analyst (project manager, designer, and computer programmer) to lead Balticon's Regency Dance band, play in the Medieval Dance band, and incite musical merriment in the hallways.

In past years, that has included a spontaneous Irish step dance performance, hot jam sessions with many happy listeners (and often dancers), and even an entire English Country Dance (complete with caller!) which materialized out of nowhere (it's strongly suspected that a space-time anomaly such as a wormhole was involved in that).

So, after sitting through hours of excellent Balticon programs, just stretch your legs towards the sound of accordion, piano, or drum playing—and you've probably found her!

PETER PRELLWITZ



Peter Prellwitz is the IT director for a precious metals refining company located in Philadelphia. Peter has been writing stories, plays and skits since the fifth grade. Born in Arizona, Peter has lived in Wisconsin, California, Hawaii, New York, Massachusetts, and Pennsylvania, where he now lives with his wife, Bethlynn, and five sons. He is active in his church, and in addition to writing, enjoys history,

backpacking, and languages.

Since 2004, Double Dragon Publishing has published nine of Peter's novels, as well as an anthology (*Twisted Tails*, winner of the 2007 Dream Realms Award), novella and several short stories, with another half dozen novels scheduled in the next few years. *Horizons*, his second novel but first published, was chosen by Mike Resnick (<www.fortunecity.com/tattooine/farmer/2/>) as the winner the 2003 Draco Award for Best Science Fiction. Peter is a perennial finalist for the Eppie Awards for Science Fiction,

having garnered five nominations over the past three years.

As of January 2008, Pete can also add "web comic creator" to his writing achievements. Teamed with professional anime artist and good friend Steve Bennett, Peter is publishing the web comic *The Angel of St. Thomas*, based on his young adult fantasy title of the same name. The comic posts every Tuesday and Thursday at: <AngelOfStThomas.com/>.

BRYAN PRINDIVILLE



Bryan Prindiville (<www.bryanprindiville.com>) digitally publishes his creator owned project *Frances and Friends* for iPod and home computer through the online distributor, *Clickwheel.net*. Clickwheel is proud to present Prindiville's work exclusively alongside other Clickwheel offerings such as *2000AD* and *Judge Dredd*.

JEFF PORETSKY

Jeff Poretsky is a historical dancer who performs with Centuries Historical Dance Troupe over a range from the 16th through the 20th centuries. He is an associate of the Elegant Arts Society, has competed in the occasional masquerade as well as working extensively on the tech side, and enjoys making historical costumes for himself and his wife Sandy.

MARY JO PUTNEY



A *New York Times*, *Wall Street Journal*, and *USAToday* bestselling author, Mary Jo Putney was born in upstate New York with a reading addiction, a condition for which there is no known cure. Her entire writing career is an accidental byproduct of buying a computer for other purposes. Over the years, she had evolved from Jane Austen-ish Regency romances to historical romance and historical fantasy. Releases in 2009 include *Loving a Lost Lord* in July and a story in *The Mammoth Book of Paranormal Romance* in April. She knows way too much about *Star Trek*, and most of her stories include cats.

RIC RADER

Ric Rader has belonged to the costuming community since 1995 where he has been an outstanding mannequin, sherpa, and all around prop builder. His specialties range from large pink dresses and military uniforms to present interest in anime and steampunk.

NOBILIS REED

Nobilis has been writing erotica for a long time. A few years ago he published some stuff online and much to his surprise discovered that people liked it. Recently, he finished his first novel, which means there is no hope, he's a writer. Nobilis fits a writing career in between taking care of his family, a day job, and far too many cats.

ANGELA RENDER

Angela Render (<www.angelarender.com>) has been designing and maintaining web sites for over a decade. She was the web editorial assistant for *Smithsonian Magazine* for two years before she was promoted to web developer and has articles published on the *Smithsonian Magazine* website. Her historical fiction, *Forged By Lightning: A Novel of Hannibal and Scipio*, was published in 2002 and her short story "The Dryad" appeared in the Maryland Writers Association's anthology, *New Lines From the Old Line State*. Her workbook, *Marketing for Writers: A Practical Workbook*, was released in November 2008. She has a column in *Writers' Journal* called "Computer Business," and she regularly teaches writers how to build a web presence at the Bethesda Writers' Center in Bethesda, MD, and web development to at-risk middle-school girls in Montgomery County. She has been a guest speaker at the Maryland Writers' Association and at the Bay to Ocean Writers Conference.



RAY RIDENOUR



Ray Ridenour, local science fiction 'Personality,' has been stalking the halls and scaring the horses since 1966.

A professional artist, although not in the SF field as of yet, he produces computer graphics, large acrylic inkblots, and stained glass windows as well as work in other media.

An amateur actor, he has appeared in two low-budget horror films, as well as many fannish and non-fannish stage productions. His two severed heads from his first movie have gone on to illustrious film careers in Japan.

Moderately funny and marginally charming, he has appeared on many panels on many subjects over the years, unencumbered by expertise or anecdotes germane.

JAMES DANIEL ROSS



A native of Cincinnati, OH, James has been an actor, computer tech support operator, historic infotainment tour guide, armed self defense retailer, automotive petrol attendant, youth entertainment stock replacement specialist, mass market Italian chef, low priority courier, monthly printed media retailer, automotive industry miscellaneous task facilitator, and ditch digger.

The Radiation Angels: The Chimerium Gambit is his first novel.

James Daniel Ross shares a Dream Realm Award with the others in *Breach the Hull*, and an Eppie Award with the others appearing in *Bad Ass Faeries 2*.

Most people are begging him to go back to ditch digging.

PHIL ROSSI

Phil Rossi—writer, musician, and podcaster—is a newcomer to Balticon and the con circuit. He is presently releasing his

debut novel, *Crescent*, as a serialized podcast. *Crescent* is a science fiction/horror thrill ride in the vein of Scott Sigler and Stephen King. The podcast version of the novel features an all original soundtrack written and composed by the author (the soundtrack will be available for purchase in the fall). Prior to *Crescent*'s debut, Phil promoted the novel by releasing a bi-weekly audio short fiction series called *Crescent Vignettes*. The series was hailed as an instant success, having been downloaded 3000 times within just two months of its inception.



Phil, who is the 2007 inaugural winner of *PodCast Pickle's* Pickletales competition, embarked on the podcasting journey in early 2006. Since that time, he has been actively producing *Filling the Page*—a podcast about his experience juggling music, writing, and life in general. He also co-hosts a monthly podcast segment with Tee Morris called *MicroBrewed*, which has appeared on *Michael and Evo's Wingin' It* and *Speaking of Beer*. Phil's voice can also be heard in Tee Morris' latest podcast novel, *Billibub Baddings and the Case of the Singing Sword*.

Web sites: <www.crescentstation.net>, <www.philrossi.net>, <fillingthepage.blogspot.com>, <www.myspace.com/philrossimusic>.

TONY RUGGIERO

Tony Ruggiero (<www.tonyruggiero.com>) retired from the United States Navy in 2001 after 23 years of service. While continuing to write, Tony teaches at Old Dominion University in Norfolk, VA. His published novels include:



Operation Immortal Servitude: Book I of the Declassified Files of the Team of Darkness: The US military has developed a new weapon to be added to its arsenal—the creatures known as vampires. Tony uses his Naval experience to write this dark fantasy thriller about a group of vampires that are discovered in Kosovo, captured and brought back to the United States to be used by the Navy SEALs as an elite hit squad.

Operation Save the Innocent: Book II of the Declassified files of the Team of Darkness: General Stone, the commander of the Special Operations forces is murdered. His assassin is a vampire who has been controlled and used by a US secret government organization to murder selected targets since her arrival in the United States over 60 years ago. Meanwhile, the vampires from the *Team of Darkness* operation discover the existence of two young vampire girls being held captive in their own former prison and set out to free them while eluding both the military and the Agency.

Tony is a contributing author to *The Fantasy Writers' Companion*, *Writers for Relief*, *No Longer Dreams* and *Breach the Hull*. In addition, Tony has a humorous tale called "The Importance of Undergarments at Science Fiction Conventions," which appears in the *Writers for Relief Anthology II*.

Coming in 2009 from Dragon Moon Press is the third book in his vampire series: *Operation Face the Fear: From the Declassified Files of the Team of Darkness*.

DON SAKERS

Don Sakers was launched the same month as Sputnik One, so it was perhaps inevitable that he should become a science fiction writer. A Navy brat by birth, he spent his childhood in such far-off lands as Japan, Scotland, Hawaii, and California. In California, rather like a latter-day Mowgli, he was raised by dogs.

As a writer and editor, he has explored the thoughts of sapient trees, brought Carmen Miranda's ghost to Space Station Three, and beaten the "Cold Equations" scenario. His most recent novel, *A Rose From Old Terra*, features a group of galaxy-saving librarians.

Sakers has recently taken on the post of book reviewer for *Analog*.

JONATHAN SCHEIFER



Jonathan Schiefer writes science fiction and fantasy and posts it on both <www.podiobooks.com> (pending) and his official website, <www.treelessauthor.com>. He is also the host of the podcast *Writing Thyme*.

LAWRENCE SCHOEN

Lawrence holds a PhD in cognitive psychology, with a special focus in psycholinguistics. He spent 10 years as a college professor, and has done extensive research in the areas of human memory and language. His background in the study of the behavior of the mind provide a principal metaphor for his fiction. He currently works as the director of research and chief compliance officer for a series of mental health and addiction treatment facilities.

He's also one of the world's foremost authorities on the Klingon language, having championed the exploration of this constructed tongue and lectured on this unique topic throughout the world. In addition, he's the publisher behind a new speculative fiction small press, Paper Golem, aimed at serving the niche of up-and-coming new writers as well as providing a market for novellas.

In 2007, he was nominated for the John W. Campbell Award for best new writer. His first novel, *Buffalito Destiny*, is debuting here at Balticon, so be sure to see him for a ribbon! He lives near Philadelphia with his wife, Valerie, who is neither a psychologist nor a Klingon speaker.

WENDELL "CHOOCH" SCHUBERT

Chooch is an IT manager for "The Man" by day, musician, writer, and technology geek the rest of the time. He has been working in IT for near 20 years, though his love of computers goes back to grade school.

Chooch lives in the Washington, DC area with his wife. Combined they have three sons, and a golden retriever.

ERIC SCHULMAN

Eric Schulman is a PhD astronomer, author, and science humorist. He's on the editorial board of the *Annals of Improbable Research* and has written many articles for the science humor magazine. His science humor has also appeared in *Null Hypothesis*, *The Science Creative Quarterly*, and *The Journal of Polymorphous Perversity*. One of his



AIR articles, "The History of the Universe in 200 Words or Less," has been translated into more than 30 languages and provided the inspiration for his 1999 humorous popular science book, *A Briefer History of Time: From the Big Bang to the Big Mac(R)*. In addition to writing *Briefer History*, he's contributed to three other science humor and popular science books.

DARRELL SCHWEITZER



Darrell Schweitzer is the author of *The White Isle*, *The Shattered Goddess*, *The Mask of the Sorcerer*, *We Are All Legends*, *Seiken: The Book of The Sorcerer*, *Living With the Dead* (just out from PS Publishing) etc. plus about 30 short stories, which have appeared in numerous anthologies, in addition to *Interzone*, *Fantastic*, *Rod Serling's Twilight Zone Magazine*, *Amazing Stories*, *Fantastic*, *Alfred Hitchcock's Mystery Magazine*, *Night Cry*, *Cemetery Dance*, *Marion Zimmer Bradley's Fantasy Magazine*, *Realms of Fantasy*, etc. He is also an essayist, reviewer, interviewer, poet, and the first person to rhyme "Cthulhu" in a limerick without being devoured by invisible monsters in broad daylight. He is a former editor of *Weird Tales* magazine, and has recently taken to editing anthologies with Martin H. Greenberg, such as *The Secret History of Vampires* (DAW 2007) and *Urban Werewolves* (not the final title, forthcoming from Pocket Books). He has been nominated for the World Fantasy Award four times.

DAVID SHERMAN

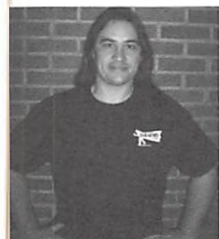
David Sherman (<www.noveller.com/>) is the author or co-author of more than two dozen novels, including the fantasy series *Demontech* and (with Dan Cragg) the military science fiction series *Starfist*, the *Starfist: Force Recon* spinoff series, and a *Star Wars* novel. He lives in south Florida.

B. CASIMIR SLASKI

B. Casimir Slaski is the writer/photographer of the photo webcomic *Amu's World*, where he brings his wife Amubleu's amigurumi characters to life through comics. He is an unapologetic dork and is made of equal parts human, magic, and evil.



DAVE SLUSHER



Dave Slusher hosted the science fiction radio talk show *Reality Break* from 1992 to 1998. It began on Atlanta's *WREK-FM* and eventually spread to national syndication over the public radio satellite system. In those years, he conducted over 200 interviews with authors, artists, actors, musicians, scholars and others from the fields of the fantastic. The emphasis was always on the written word in science fiction and fantasy, with side trips out into the worlds of comic books, film, audio drama, mystery and more. If it had a sense of wonder, it was fair game

for *Reality Break*.

With his personal podcast *Evil Genius Chronicles* starting in August 2004, he was one of the first dozen podcasters and was the first person to actually use the term "podcast" inside of one. In 2008, Slusher combined these two interests when he revived *Reality Break* in podcast form. This series is a mix of interviews from the archives, which notables such as Will Eisner and Robert Jordan, as well as current practitioners of the form like Tobias Buckell and Mur Lafferty. This proved to be a great way to get material back out in the world that would otherwise be locked away in tapes in a basement.

Slusher is a lifelong science fiction and comic book fan with a long history in Georgia fandom. As a teenager he published fanzines and frequented BBSs in Augusta and later attended Georgia Tech. The radio show was born at the World Fantasy Convention in Callaway Gardens in 1992 and always included many local Atlanta area writers. From 1993 to 1998, he did a live remote broadcast at every single Dragon*Con in that period. Currently he works as a software engineer for a managed security company in Myrtle Beach, SC and is doing what he can to foment fandom on the beach.

JAY SMITH [J. ANDREW SMITH]

Jay Smith is a recovering filmmaker, chronic blogger and a man Harlan Ellison once called "a great scam-man liar or a born writer." He is a member of the Sleepwalkers—a writing group that includes award-winning authors Frank Fradella, Jeff Strand, Elizabeth Donald and Kit Tunstall and contributes segments to the online science-fiction podcast *The Chronic Rift* (<www.chronicrift.com>) featuring John S. Drew and Keith R.A. DeCandido. Jay is also producing and writing a series of audio drama programs for online broadcast under the 3015 North Studios banner (<www.3015north.com>) flagshipged by the serial radio series of a group of survivors battling a world of living dead, called *HG World*.

Smith has been attending the annual conference of the Philadelphia Science Fiction Society since 2004, participating on panels ranging from the works of Douglas Adams, the Golden Age of Radio to Raising Children in Fandom and Surviving the Zombie Apocalypse.

In the meantime, Jay has written three books, including the *Blue Collar Gods* series *Sertsu and Erisa*, *Melmoth and Vathek*, and the stoner-gamer novel *Rise of the Monkey Lord*.

JERI SMITH-READY

Jeri Smith-Ready has been writing fiction since the night she had her first double espresso. Her print debut *Eyes of Crow* (Luna Books, 2006) won the Romantic Times Reviewers Choice Award for Best Fantasy Novel. She recently completed the *Aspect of Crow* fantasy trilogy with *The Reawakened*.



Her urban fantasy series featuring a con artist and a vampire radio station continues this spring with *Bad to the Bone* (Pocket Books, May 2009). The first installment, *Wicked Game*, has been nominated for the American Library Association Alex Award, given to adult novels with teen appeal.

Jeri's next big adventure in publishing will take her into the world of young adult fiction, with her urban fantasy series *Generation Ghost* (Simon Pulse), beginning in summer 2010.

Jeri lives in Maryland with her husband, cat, and the world's goofiest greyhound.

J.M. SNYDER

An author of gay erotic and romantic fiction, J.M. Snyder began self-publishing in 2002. With over 85 e-published books and short stories, as well as over 20 books released in paperback, Snyder writes in a variety of genres, from contemporary to sci-fi, and works with Aspen Mountain, Amber Quill, eXcessica, and Torquere Presses. Snyder's short fiction has appeared online at *Ruthie's Club*, *Tit-Elation*, *Eros Monthly*, and *Amazon Shorts*, as well as in anthologies released by Aspen Mountain, Cleis Press, and Alyson Books. For book excerpts, free fiction, and purchasing information, please visit <jmsnyder.net>.

MARIA V. SNYDER



Maria V. Snyder switched careers from meteorologist to novelist when she began writing the critically acclaimed *Study* series. Her first published novel *Poison Study* appeared on the shelves in 2005, and won the Compton Crook Award for best debut novel. *Magic Study* followed in 2006 and was a 2006 *Book Sense* pick. Maria's third book, *Fire Study*, was a *New York Times* Bestselling novel.

Born and raised in Philadelphia, PA, Maria earned a BS degree in meteorology from the Pennsylvania State University. Much to Maria's chagrin, forecasting the weather wasn't included in her skill set. Writing, however, proved to be more enjoyable and Maria earned a master of arts degree in writing fiction from Seton Hill University.

Writing *Storm Glass* combined two things Maria enjoys learning about, the weather and glass. She would love to be a Stormdancer, and be able to tame the wind—especially during hurricane season.

When she's not traveling, Maria lives in Pennsylvania with her husband, son, daughter and yellow Lab. She is working on her next MIRA novel, *Sea Glass*.

SOCCERGIRL

New media performance artist, skeptic, atheist, author, musician, spy? and one of the first podcasters ever, Soccergirl has written, starred in and produced over 300 episodes of her popular audio and video podcast *Soccergirl, Incorporated*, reaching an audience of up to 90,000 worldwide. The show features: free thinking moxie and satirical social commentary via an eclectic mix of experimental fiction (much of it science-y), original music (including freestyle rhymes), fake news, interviews, the lusty interpretation of cartoon classics and comedic improvisation. In addition to her year-long stint on Sirius Satellite Radio, Soccergirl and her work have appeared on many podcasts, television and terrestrial radio, in various print



publications including the *New York Times* and *Wired Magazine*, and at a variety of events across the country, including the Sundance Film Festival where she was a featured guest panelist speaking on censorship and the freedom of speech in new media in 2006. Soccergirl wrote, directed and starred in *The Soccergirl Second*, a theatrical adaptation of her show (performed at the Brick Theater in New York City) and has just completed a book of short fiction and essays, forthcoming. Now Soccergirl is branching out with a video advice show called *Ask Soccergirl*: quirky, smirky and smooove.

BUD SPARHAWK

Bud's (<sf.net/people/bud_sparhawk>)stories and articles have appeared frequently in *Analog*, *Asimov's*, and other SF magazines as well as anthologies. Bud has been a three-time finalist in the Nebula's Novella category in 1998, 2002, and 2006.



RAVEN (LAUREN) STERN

Lauren is studying creative writing at Sarah Lawrence College. She helps facilitate a weekly creative writing workshop with a group of female inmates at the Valhalla jail, and is co-chair and founder of the school's burlesque troupe, Porcelain Baby. She has been participating in vintage dance for six years and works as a living historian at several sites ranging in time period from 1770s-1939, with a focus on the Civil War era. Her costuming experience covers a wide range from historical garments to burlesque to SF/F.

W. H. STEVENS

W.H. (Wendy) Stevens is a Harford County writer, artist, and poet. Her credits include poems, book reviews, and non-fiction that have been published in *Lite: Baltimore's Literary Newspaper*, *Maryland Poetry Review*, the *Baltimore Review* and the *Baltimore Sun*. Stevens has led poetry workshops, judged poetry contests and critiqued manuscripts for various local organizations as well as assisted with the editing of some area literary magazines. She is assistant editor of the gothic horror/dark fantasy/mystery anthology *Through a Glass Darkly* (Lite Circle Books). Nominated several times as a competitor in Baltimore's Artscape, her first book of narrative poetry, *Dundalk Proud*, was published in spring 2004 (Lite Circle Books). She is currently reviewing books for a new e-zine, *Loom Knitters Circle*, and teaching jewelry and wire wrap both privately and for other organizations.

ELAINE STILES

At 12 I became a profan. I knew I wanted to write and edit fanzines, but I was too shy to write to strangers and so remained puzzled as to how to get involved with them. In the intervening years, through college graduation, I borrowed from a friendly couple's SF lending library and from the public library. Otherwise I had little to do with fandom. Instead, I contented myself with school literary magazines, the college paper and the radio station. My cons were folk festivals. The rest was work.

Fandom asserted itself while I was working for Westchester County's Department of Social Services and completing a master's degree in communications (journalism). A woman from

an office where I'd previously worked asked me to befriend her daughter who was just starting off in my office. Gail Flanagan turned out to be a fan. Meanwhile, my editorial course at Fordham required me to spend time with filthy pros. The combination started me going to cons, but I still hadn't found the elusive fanzine fan. That had to wait for me to intern at the *Baltimore Sun*.

Dave Ertlin, fan and fixture at the *Sun*, got me in touch with the proprietors of Tales From the White Hart Book Shop. I wrote my first byline story for a major paper with Dave as the editor. Through Dave, Cathy and Leo, I began going to BSFS meetings when I moved to Baltimore the following year. I also met up with the truefens of both BSFS and WSFA, one of whom was Steve. Fulfilling a 12-year old's fannish activity desires became possible in late '79-early '80, 20 years later. Soon I was writing for and then editing *BSFAN*, until I gave it up to pursue adoption and work.

STEVE STILES

Steve is a cartoonist and writer, coming out of the science fiction fanzine tradition. His first professional sale was in 1961, a cartoon for Paul Krassner's *The Realist*. After a stint in the military as an illustrator, he worked in advertising before becoming a freelancer in 1975. He has worked in genres ranging from underground comix to children's books to superhero comics. Most recently he designed a Peace and Humanitarian Achievements medal for the Samaritan community in Israel. The medal's first recipient was Shimon Peres.

His first cartoon for a fanzine appeared in *Cry of the Nameless*, edited by F.M. Busby and Elinor Busby. His work (art and text) has since appeared in fanzines from the famous (*Xero*, *Void* and *Mimosa*) to the obscure (*Vojo de Vivo*). A fanzine interlineation he coined, "Death Is Nature's Way of Telling You When to Stop," became a national catch phrase after being reprinted in *Pageant Magazine* in 1962.

Celebrated for his work for various fanzines, Stiles has won five of the last six Fan Activity Achievement (FAAn) Awards for best artist (2001, 2003-2006). In 1998 Stiles also won the first Bill Rotsler Award, which was named after prolific fan artist Bill Rotsler. Stiles was a Hugo Award nominee as Best Fan Artist in 1967, 1968 and 2003 through 2008.

DAN TABOR ["DAN THE FAN"]

DanTheFan is a graphic designer and podcaster from the Philadelphia area. Dan started podcasting in late 2005 on the anime podcast *OtakuGeneration*, which was featured in *Newtype USA* magazine. It was on this podcast that he got his start in social media, as he interviewed various anime and new media directors, voice actors and personalities. He now resides on his own podcast, *FanboyHell*, where he and his two co-hosts puts their biweekly fanboy spin on whatever is on their fandom radar, sometimes with guests and sometimes without.



THOMAS TALBOT

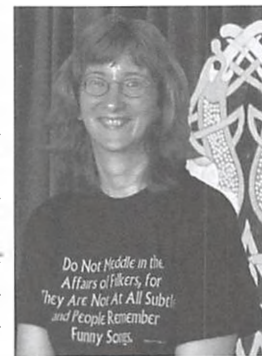
MAJ Thomas B. Talbot, MD is a medical doctor at the US Army Medical Research Institute of Chemical Defense where he leads the academic computing program. He is course director for the Hospital Management of CBRNE Incidents course and instructs both the Field and Medical Management of Chemical and Biological Causalities courses. He served as an assistant editor for the *Textbook of Military Medicine*. His scientific interests include nerve agents, cyanide, anthrax and virology.

Dr. Talbot has been writing his own medical education software for 11 years. Notable products include "Cervix City: The Interactive Os: 1997," "Bleeding Times: 1998," "Anthrax Explorer: 2002," "Pediatric Intensive Care University: 2003," "Conn-O-Matic ADHD diagnoser: 2003," "Cyanide Casualty Simulator: 2006," "Nerve Academy: 2008" and "SIMapse Nerve Agent Laboratory: 2007-2009."

Dr. Talbot is originally from Bloomfield Hills, MI. He attended Hillsdale College and obtained both a master's (molecular biology) and a medical degree from Wayne State University in Detroit. He completed a pediatric residency and served as chief of pediatrics at an Irwin Army Hospital in Ft. Riley, KS. He deployed to Iraq in 2005 as a battalion surgeon. He is an avid reader of hard science fiction and is married with three children.

MEL TATUM

Mel Tatum (<www.sff.net/people/mel-tatum>) is involved in the SFF community as an author, artist and con organizer. She has several published short stories, including "Darned Near the Right Stuff" in the forthcoming anthology from Yard Dog Press, *Houston, We've Got Bubbas*. Mel also served as programming chair of Conestoga, Oklahoma's largest literary SF convention, for six years in a row before deciding a break was in order before she went not-so-quietly insane.



By day, Mel tortures law students under the pretense of teaching them the intricacies of criminal procedure and Indian law, and writes for the academic black holes known as law reviews.

Mel is the associate director of the Indigenous Peoples Law and Policy Program at the University of Arizona James E. Rogers College of Law, where she also serves as host of *The Roundtree Report* podcast. On the weekends, she writes short stories and songs and can frequently be found in filk rooms. You can find her stories in various anthologies from Yard Dog Press. Her essay "Vampire Executioners: Trying the System" will be published later this year in BenBella Books' *SmartPop* anthology on the Anita Blake series.

EVO TERRA

Evo Terra is the co-founder of *Podiobooks.com* and the co-author of *Podcasting for Dummies* and *Expert Podcasting Practices for Dummies*. Evo has a rich history of experiences. Over the years, he's been a nationally syndicated radio show host, in charge

of \$30M in advertising dollars, directed a \$250M ecommerce program, author, editor, consultant, coach and mentor. He tends to "live online," so a quick search on Google will reveal his current obsessions.

He understands that "doing business online" requires a well-established online presence. A first-class website is important, but it doesn't end there. As a consultant, he helps entities connect with customers in our growing digital world.



MARSHALL S. THOMAS



Marshall S. Thomas (<www.soldierofthelegion.com/>) is the author of the six-part *Soldier of the Legion* science fiction series, set in the far future. The first four books are already in print. Timberwolf Press published the first book and also produced an unabridged, full-cast audio version, available in CD and mp3 CD formats.

Timberwolf is no longer in business and the author is looking for a new audio publisher to continue the audio series. The first book and audio were finalists for three national awards including the Benjamin Franklin Award (Publisher's Marketing Association) and *ForeWord* magazine's Book of the Year. The audio is still regularly broadcast nationally over XM Radio. The series consists of *Soldier of the Legion*, *The Black March*, *Slave of the Legion*, *Secret of the Legion*, *Cross of the Legion* and *Curse of the Legion*.

Marshall is a retired Foreign Service officer who has been writing since the early 80s but was originally inspired after discovering science fiction as a teenager in the late 50s. One of his favorites was Robert Heinlein. Marshall learned many valuable lessons on the long road to publication, but has never lost his love of writing. He lives in Williamsburg, VA with his wife Kim Lien. His eldest son Chris studied art at university and worked as a film editor. His youngest Alex is studying biochemistry at university.

PATRICK THOMAS



Patrick Thomas (<www.patthomas.net>) is the author of 80+ short stories and 15 books, including the popular fantasy humor series *Murphy's Lore*. The eighth book, *Empty Graves: Tales of Zombies*, is out from Padwolf Publishing. *The Mystic Investigators of Patrick Thomas* and *Fairy With a Gun* will be out in 2009. Patrick co-edited *Hear Them Roar* and the upcoming *New Blood* vampire anthology.

Patrick has novellas in *Go Not Gently* and *Flesh and Iron* from the Two Backed Books imprint of Raw Dog Screaming. Patrick writes the syndicated satirical advice column *Dear Cthulhu* and the first collection, *Dear Cthulhu: Have a Dark Day*, may be released later this year.

SHEILA UNWIN

Sheila Unwin: talk show host, educator, redhead. Very.

It took Sheila (<www.dragonpage.com>) several years to figure out what she was meant to do in this world. All of her prior experiences led to a decision to teach. She has taught for six years in a regular education classroom with first and seventh grade students. Her current assignment is teaching seventh grade literature for the Cottonwood-Oak Creek school district. She received a BA in elementary education from Ottawa University. She has a master's of education in curriculum instruction and design.

She has been married for 18 years to a wonderful man, Evo Terra, and has one perfect child, NJ. Although she has lived a great many places, at the present time she calls Cottonwood, AZ home. Her hobbies include a love of bugs and nature, reading, photography, skiing, hockey, white water rafting, and hiking. She has taken up jewelry making and actually has a piece in a gallery in Sedona, AZ. She absolutely loves to travel and see all the different cultures throughout this wonderful world.

Currently residing in her house are several turtles, a cat and dog and any other animal she can find (much to Evo's dismay).

JIM VAN VERTH

Jim Van Verth is an 11-year veteran of the computer games industry and co-author of *Essential Math for Games and Interactive Applications*. He is currently working at NVIDIA on performance for games and workstation applications. He also hosts the Parsec-nominated podcast *The Vintage Gamer* about older games of all genres.

ROBIN M. VAUGHAN

Robin M. Vaughan is a member of the principal professional staff in the Mission Design, Guidance and Control Group of the Space Department of the Johns Hopkins University Applied Physics Laboratory in Laurel, MD. She is currently the guidance and control lead engineer for the Radiation Belt Storm Probes (RBSP) mission which will launch two Earth-orbiting spacecraft in 2012 to study how dynamically interacting electromagnetic fields accelerate plasmas to relativistic energies. Both spacecraft will routinely fly through the Earth's radiation belts to improve our understanding of this harsh environment as part of NASA's Living with a Star Geospace Program. Prior to working on RBSP, Robin served as the GandC lead engineer for the MESSENGER mission to Mercury. Prior to joining APL in 2000, Robin spent 13 years in the Navigation and Flight Mechanics Section at the Jet Propulsion Laboratory, California Institute of Technology, in Pasadena, CA. She joined JPL in 1987 and worked as an optical navigation and orbit determination analyst for the Voyager 2 Neptune encounter in 1989, the Galileo encounter with the asteroid Gaspra in 1991, and the successful landing of Mars Pathfinder on July 4, 1997.

Robin has a bachelor's degree in mechanical engineering from Tulane University in New Orleans, LA ('81) and master's and PhD degrees in aeronautics and astronautics from M.I.T. in Cambridge, MA ('83 and '87). Robin is a senior member of the American Institute of Aeronautics and Astronautics (AIAA)

and the current secretary of the Baltimore Section.

Robin grew up in New Orleans, LA. She enjoys reading (science fiction, of course), playing the piano, needlework, and baking when she's not working hard on RBSP and MESSENGER.

MICHAEL A. VENTRELLA

Michael A. Ventrella's (<www.MichaelAVentrella.com>) first fantasy novel *Arch Enemies* has received very good reviews and the sequel, *The Axes of Evil*, will be released shortly. Mike is best known for being one of the fathers of the fantasy medieval live roleplaying games in America and currently runs the Alliance LARP (<www.alliancelarp.com>), and his *Rule Book and Players' Guide* sell regularly in gaming stores and on *Amazon.com*. An animation historian, he started a magazine called *Animato* in the mid 80s which grew to be quite prominent and has been quoted in many publications, including *Entertainment Weekly*. He lives in the beautiful Poconos with his wife, artist Heidi Hooper, and their four cats. In his spare time, he is a lawyer.

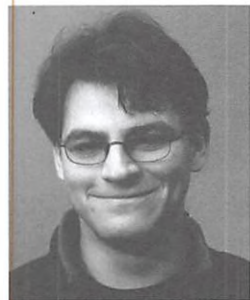


THOMAS VINCENT

Thomas Vincent lives in Raleigh but has lived a host of other places. His involvement in podcasting includes making appearances on *Speaking of Beer* and *Wingin' It*. Last year he joined the Parsec Steering Committee and leads the awards program this year. His work has ranged from the halls of Congress to a medical device manufacturer to an odd assortment of jobs in between. When Thomas isn't writing about beer at Geistbear Brewing, he can be found cooking, reading, or playing with his loyal pup.



TYLER WALDMAN



Tyler Waldman is creator, producer and host of *Rangercast* (<rangercast.net>), a podcast covering *Power Rangers* and other crazy Japanese live-action superhero shows. He has done interviews and covered conventions all over the country.

Tyler is a junior at Towson University, where he's a mass communication major on the journalism and new media track. He is also associate arts editor of Towson's student-run newspaper, *The Towerlight* (<thetowerlight.com>), where he writes a tech column. But since old media is dying, when he's not in a panel, you can find him in the lobby practicing his ninjutsu. If you don't see him there, that means he's doing a really good job.

JEAN MARIE WARD

Jean Marie Ward (<www.jeanmarieward.com>; <www.wardsmith.com>) writes fiction and nonfiction—and everything in between. Her first novel, *With Nine You Get Vanyr* (written



with the late Teri Smith), was a finalist in the science fiction/fantasy and humor categories of the 2008 Indie Book Awards. A recent short story, "Hero Material," is featured in *Here Be Dragons: Tales of DragonCon*, which also boasts stories by Quinn Yarbrow, Jody Lynn Nye, and the late Robert Asprin. Other short story credits include "Most Dead Bodies in a Confined Space" and "First Stone," published

in *Strange Pleasures 2* and *3*, respectively. Her next nonfiction book, *Fantasy Art Templates*, will be published by Barron's in January 2010. She is writing the text. The art will be supplied by the talented Rafi Adrian Zulkarnain. Her first art book was *Illumina: The Art of J.P. Targete*. She edited the respected web magazine *Crescent Blues* (<www.crescentblues.com>) for eight years, and her byline appears in periodicals as diverse as *Science Fiction Weekly* and *Romance Writers Report*. Ms. Ward has written for daily and weekly newspapers, and published government journals. She served as the public relations officer for the Defense Finance and Accounting Service for five years, and managed the development of some of the first Department of Defense web sites. Her resume also includes a stint as an assistant producer for the local access cable program *Mystery Readers Corner*. A Washington, DC native, Ms. Ward now lives in Virginia with her cartoonist husband Greg Uchirin, creator of *Intravenous Caffeine*, a very gracious cat and hordes of ninja squirrels.

JOY WARD



Joy Ward has been hailed as one of the first authors in a new literary genre, dog literature. Her novel *Haint: A Tale of Extraterrestrial Intervention and Love Across Time and Space* was described by the press as a "book for people who love science fiction and dogs and aren't afraid to mix the two." She has several new works coming out in the dog news anthology *Newshounds*, and an anthology from Kerlak Publishing. Joy's writing credits include over 100 articles in print in a variety of regional, national and international publications including *Mother Jones*, *Commerce* and *Government Review*.

Joy is a consumer psychology consultant, a media consultant and editor emeritus of *Dogster's For Love of Dog Blog*. Among her previous experiences she can claim college administrator, executive coordinator for a national organization representing over 350,000 members and manager of a renaissance fair booth. Confused? You're not the only one.

Joy lives in St. Louis with her two Weimaraners Sol and Star, Coonhound Annie and Beagle Beatrice.

DIANE WEINSTEIN

Diane Weinstein was assistant editor and art director for *Weird Tales* magazine for about 15 years, worked for Wildside Press as

an editorial assistant, and is currently the art director for *Space and Time* magazine.

She's been a Balticon regular for about 30 years.

HEATHER WELLIVER

Heather Welliver is an accomplished singer and voice actress. She co-hosts the media review podcast *Grailwolf's Geek Life* with her husband Marc Bailey.

Heather is regular narrator for podcasts such as *Escape Pod*, *Pseudopod*, *Podcastle* and *Transmissions From Beyond*, and has done guest voices for several podcast productions such as *Chasing The Bard* by Philippa Balentine, *Metamor City* by Chris Lester and *Form Letter Rejection Theatre* by Paulette Jaxton. She plays the main character Ciris in the upcoming podcast novel *Cybrosis* by P.C. Haring.

When she recorded with the Shillas, she had no idea how well received her music would be. Their number one hit "Faithful" is the theme song for *Nobilis Erotica* and has been featured in several podcasts along with their other hit "Don't Even Care." Heather has also done the theme song for the podcast project *Pieces*.

Heather looks forward to pursuing both her voice acting and singing careers further and is always looking for a new project. She is rumored to be full of awesome and coated in win.



RICHARD C. WHITE

Rich had two short stories come out recently, "Redshift" in *The Sky's the Limit*, the 2007 *Star Trek* anthology by Pocket Books, and "The Price of Conviction" in *The Quality of Leadership*, the latest *Doctor Who: Short Trips* anthology by Big Finish, LTD.

Working primarily as a media tie-in writer, Rich's other works include a novella—*Echoes of Coventry* for the *Star Trek Corp of Engineers* series, a novel—*Gauntlet Dark Legacy: Paths of Evil* for Midway Games, and a short story—"Assault on Avengers Mansion" for the *Ultimate Hulk* anthology.

In addition to his writing, Rich is active in the science fiction community as the newest member of the Writer Beware committee for the Science Fiction and Fantasy Writers of America.

STEVE WHITE

Steve White was born in Norfolk, VA in 1946 and served as a Naval intelligence officer in the Mediterranean and the Vietnam War Zone. He is a graduate of the University of Virginia Law School and an associate member of the Virginia Bar. In addition to the best-selling *Starfire* series with David Weber, he has written several popular science fiction adventure novels for Baen. They include the trilogy comprising *The Disinherited*, *Legacy* and *Debt of Ages*, which combine fast-paced space opera with Arthurian mythology. He has also written the galaxy-spanning adventure *Prince of Sunset*, and its sequel *Emperor of Dawn*, the time-travel adventure *Blood of the Heroes*, and a fifth novel in the *Starfire* series, this time in collaboration with Shirley Meier.

His most recent novel is *Saint Antony's Fire*, an alternate-history fantasy set in Elizabethan times. Steve works for a legal publishing company in Charlottesville, VA. He is married and has three

daughters, the youngest of whom he and his wife found and adopted in Russia... but that's another story.

DAVID J. WILLIAMS



David J. Williams (<www.autumnrain2110.com>) was born in Hertfordshire, England, and now lives in Washington, DC. His first novel, *The Mirrored Heavens*, will be released by Bantam Spectra this May. A 22nd century espionage thriller, it's been described as "John LeCarre on SF crack."

D.C. WILSON

My work has appeared in the following anthologies: *Bad-Ass Faeries*, *No Longer Dreams*, and *Fantastical Visions III*. Also, I've appeared in the periodical *Trails of Indiscretion*.

I live in Harrisburg, PA with my extremely patient and understanding wife, Maria.

DONALD WOLCOTT



At age five, Donald Wolcott received a special Christmas present—a used piano. That gift began a life-long passion. He started lessons in classical piano, but the young prodigy soon expanded his horizons beyond Beethoven and Mozart. When he joined his middle school's jazz band, he was exposed to the genre that dramatically reshaped his music.

In 2005, Donald received acclaim from the University of the Arts in Philadelphia as a top soloist in their annual jazz festival. In 2006 he was accepted as a bassist into the Montgomery County Honors Jazz Ensemble. In 2007 he earned an honorable mention for jazz performance in the National Distinguished Scholar Competition, and in 2008 he was one of only four people out of 12,000 who received the coveted Maestro Award for individual performance at the Washington, DC Heritage Music Festival.

After his high school graduation in 2008, Donald accepted a scholarship to Towson University, where he majors in jazz performance and is the pianist for the Towson Big Band, the school's premier jazz ensemble. In the 14 years he has been playing music, Donald has become an in-demand pianist in the Baltimore/Washington, DC area. He plays for musical theatre productions, composes arrangements of songs on commission, and often performs for weddings, parties, and corporate events. He also teaches private piano, bass, guitar, and drum lessons. As Catherine Asaro's keyboard accompanist, Donald showcases the Diamond Star Project with his exciting arrangements and delightfully jazzy style.

GENE WOLFE

Upon his return from Korea, Gene Wolfe earned a BSME at the University of Houston. He was a working engineer for 17 years and an editor on an engineering magazine for 11 more. Many of his early stories appeared in Damon Knight's original anthology series *Orbit*. Wolfe has been writing full time since 1984. His titles include *The Fifth Head of Cerberus*, *Peace*, *The Shadow of the Torturer*, *Soldier of the Mist*, *Nightside the Long Sun*, *The*

Knight, The Wizard, Pirate Freedom, and An Evil Guest. His most recent book is *The Best of Gene Wolfe*. He and Rosemary have been married for more than 50 years; they have four children and three grandchildren.

TRISHA J. WOOLDRIDGE



Trisha J. Wooldridge (<www.anovelfriend.com/>) is a freelance writer and editor from Auburn, MA with experience ranging from *Dungeons and Dragons Online* to animal rescue public relations. She writes articles on food, wine, horses, haunted locations and teaching, as well as interviews with bands like Voltaire, Within Temptation and Nightwish.

Additionally, she is an online tutor, course editor and course developer for *Smarthinking* and *StraighterLine*. You can find some of her fiction at *Fantasy Gazetteer* (<www.fantasygazetter.com/>), and, co-authored with long time friend Christy Tohara, in *Bad-Ass Faeries 2: Just Plain Bad*.

MARTIN MORSE WOOSTER

Martin Morse Wooster is the author of *Great Philanthropic Mistakes, The Great Philanthropists and the Problem of Donor Intent, and Angry Classrooms, Vacant Minds*. His criticism has appeared in the *Washington Post, Washington Times, Wall Street Journal, the Weekly Standard*, and many fanzines. His critical essays have appeared in eight reference books about SF. He has been an SF critic since 1975.

JOHN C. WRIGHT

John C. Wright is an acclaimed author of science fiction and fantasy novels. A Nebula award finalist (for the fantasy novel *Orphans of Chaos*), he was called "this fledgling century's most important new SF talent" by *Publishers Weekly* (after publication of his debut novel, *The Golden Age*). He is a retired attorney, newspaperman and newspaper editor, who was only once on the lam and forced to hide from the police who did not admire his newspaper.

In 1987, he graduated from the College and William and Mary's Law School, and was admitted to the practice of law in three jurisdictions. His law practice was unsuccessful enough to drive him into bankruptcy soon thereafter. His stint as a newspaperman for *St. Mary's Today* was more rewarding spiritually, but, alas, also a failure financially. He presently works (successfully) as a writer in Virginia, where he lives in fairy-tale-like happiness with his wife, the authoress L. Jagi Lamplighter, and their three children: Orville, Wilbur, and Just Wright.

MARVIN ZELKOWITZ

Marvin Zelkowitz is a research professor of computer science at the University of Maryland in College Park. His research interests are in experimental software engineering and technology transfer where he has studied the introduction of new computer technology into organizations such as NASA and the Department of Defense. He is a Fellow of the Institute of Electronic and Electrical Engineers (IEEE), a Golden Core member of the Computer Society, and has published over 160 conference and journal papers on aspects of computer technology (none intentionally science fiction).

His interests include skepticism where he is treasurer of the National Capital Area Skeptics, bible studies (who wrote those books and why?), and reading science fiction, which he has been doing since he was 12—several centuries ago. As an aging geek, he used to totally understand how gadgets like the original IBM PC worked, can still set the clock on his home DVD player, but doesn't understand who or why anyone wants an iPhone.

SARAH ZETTEL



Sarah Zettel is the author of 13 science fiction and fantasy novels and numerous short stories. She is also an internet columnist for *BookSpot Central* where her column "Things That Don't Go Away" appears every Saturday. She is project manager for *Book View Cafe* (<www.bookviewcafe.com>), an online publishing cooperative composed of 20+ genre authors including Ursula K. LeGuin and Vonda N. McIntyre. She is actively married and raising a seven-year-old son. She is very tired right now.

Sarah suddenly found herself in the kitchen, harpy's head in one hand & flaming sword in the other. She wasn't ever opening THAT book again.

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published on *Thaumatrope*, <thaumatrope.greententacles.com>

The army of ghosts and the army of skeletons met in the field of battle. There were no survivors.

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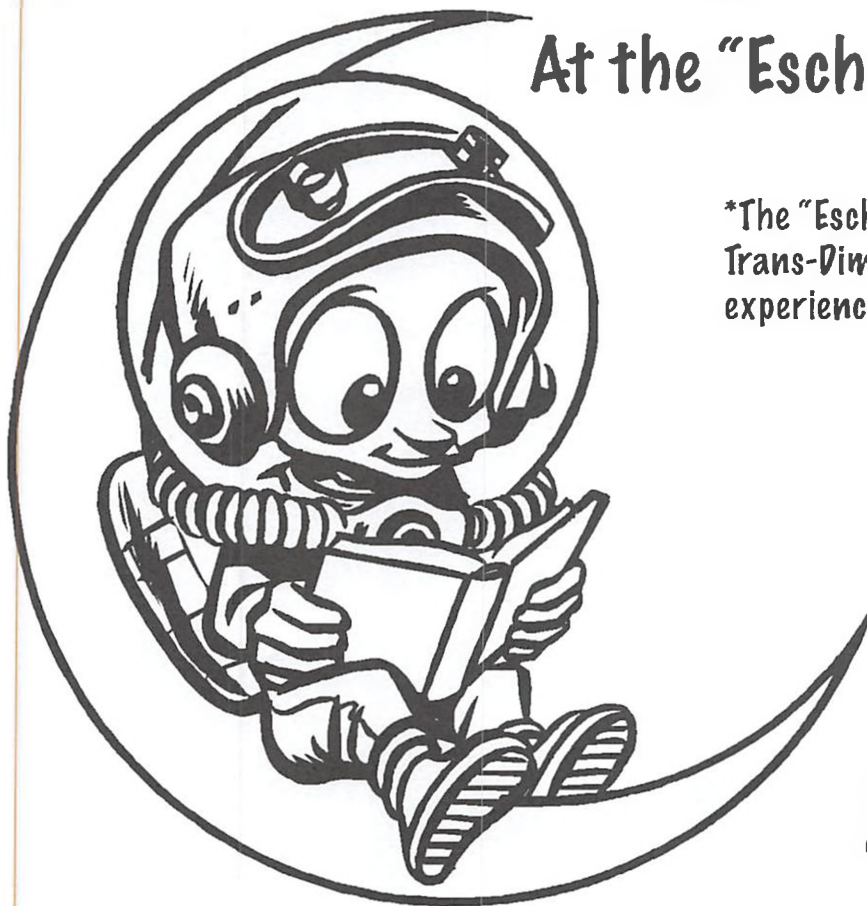
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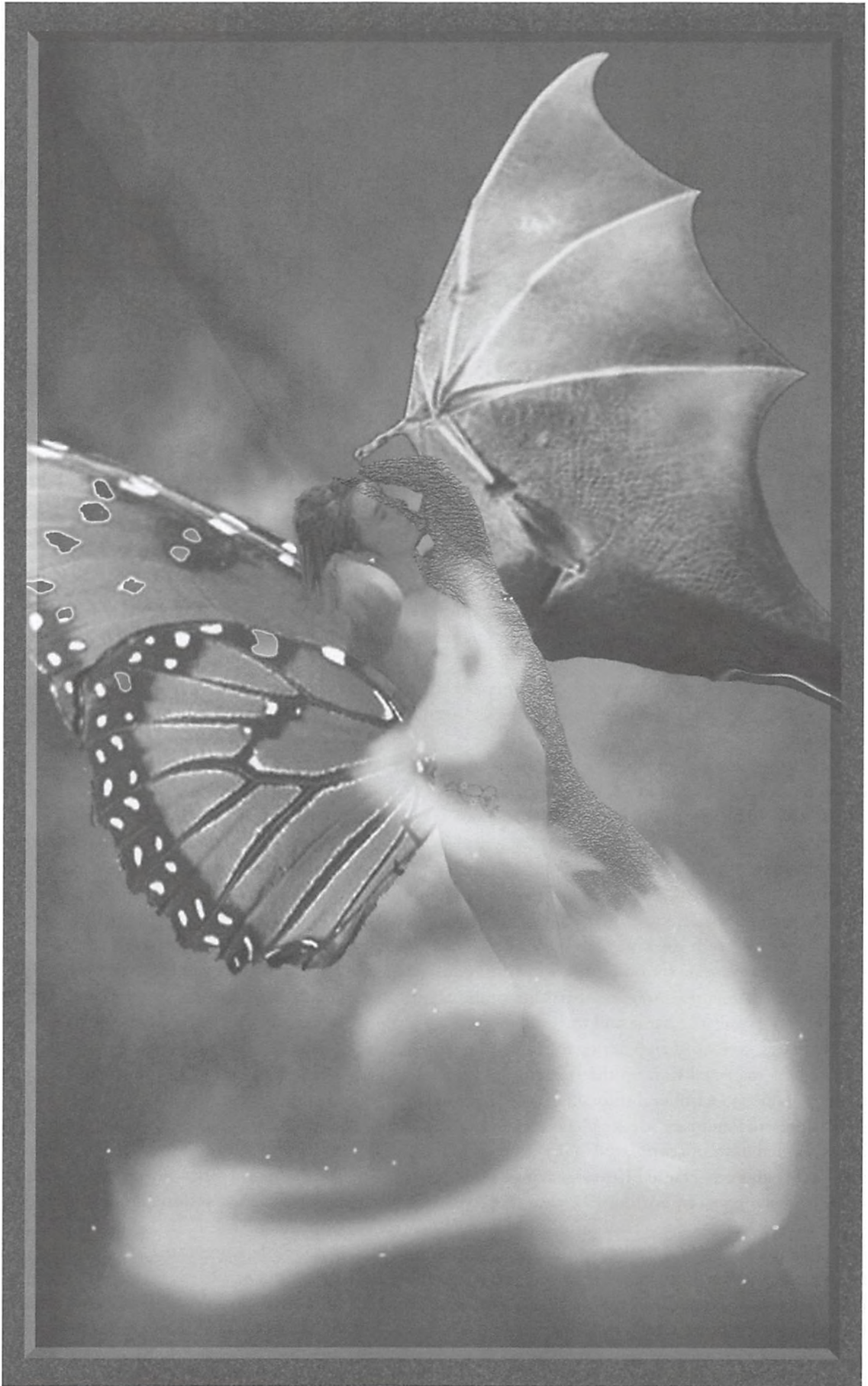
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Lunacon 2010
PO Box 432, Throggs Neck Station
Bronx, NY 10465

Membership rates good through dates listed.
Memberships mailed in must be postmarked by dates listed.

Lunacon is hosted by the New York Science Fiction Society, a 501(c)3 non-profit corporation.



Split Fey

Art by Eric Hardenbrook



Who?

Anyone who is interested in any of the myriad forms of science fiction or fantasy (books, magazines, films, video, games, television, etc.) is invited to become a member of the Baltimore Science Fiction Society, Inc. (BSFS).

Dues are only \$30 per year (our fiscal year is Oct. 1 to Sept. 30); this includes membership in our annual convention—Balticon.

New members are eligible to join after attending two business meetings (within a 12 month period). We want you to KNOW what you are getting into before we take your money.

People returning from a meeting of the Washington Science Fiction Association (WSFA) first formed the Baltimore Science Fiction Society on January 5, 1963, in the back seat of a Trailways bus. It died on October 12, 1968, on a (non-functioning) streetcar. Its only production of consequence was the first Balticon (1967) and it has in common with the present group only the name and three members.

There was no formal club during the intervening years, but several fans managed to keep the Balticon tradition alive by holding Balticons number 2 through 8.

The present Baltimore Science Fiction Society was re-started in 1974 when it was incorporated in the State of Maryland. It applied for and was granted IRS tax-exempt status.

BSFS is an equal opportunity organization. Its members range in age from young children to septuagenarians, from ex-hippie to ex-religious, from unemployed to self-employed, from lawyer to truck driver, but they all have one thing in common—science fiction. Come visit us, we don't think you're weird because you like that "sci-fi" stuff.

The Who, What, When, Where, and How of the Baltimore Science Fiction Society

What?

BSFS is a 501(c)(3), non-profit, charitable, literary and educational organization, dedicated to the promotion of, and an appreciation for, science fiction in all of its many forms.

BSFS is run entirely by volunteers; none of the Directors or officers receive any pay for what they do. Likewise, all Balticon workers are volunteers.

Balticon, our annual regional science fiction & fantasy convention, features authors, editors, publishers, artists, filmmakers, and, most importantly, fans. Balticon has speeches by our guests, author readings, panels, slide shows, films, videos, an art show, a dealers room, board gaming, computer gaming, a masquerade show, science programming, a writer's workshop, and much, much more. Up to the year 2000, Balticon was traditionally held on the Friday, Saturday and Sunday of Easter weekend (therefore, the date changes), in a Baltimore area hotel. Starting in 2001, Balticon moved to the Friday, Saturday, Sunday and Monday of Memorial Day weekend!! See the Balticon web page for more information or contact BSFS to have your name added to our mailing list.

BSFS publishes an annual fanzine (fan magazine), *BSFAN*, in conjunction with Balticon. It contains bios of our Guests of Honor at Balticon, a bibliography of our author Guest of Honor's works, articles on science fiction, short stories, the winning entries in the Young Writer's Contest, reviews, advertisements, and anything else the editor deems appropriate or related.

BSFS has presented "The Compton Crook Award" each Balticon since 1983, for "...the best first novel in the genre published during the previous year..." The list of eligible books is published in the monthly newsletter so all club members will have a chance to read and vote. The winning author is invited to Balticon (BSFS pays transportation and

lodging) and presented with the cash award. Compton Crook, who used the nom de plume Stephen Tall, died in 1981. He was a long time Baltimore resident, Towson University professor, and, of course, a science fiction author.

BSFS holds a yearly "Young Writers Contest." Contest submissions must be in the field of science fiction or fantasy. Contestants shall reside in, or attend school in Maryland, and be no older than 18 years of age as of the date of Balticon. Submissions shall be no more than 2500 words in length. The first, second and third place winners are invited to and announced at Balticon. Please see the BSFS web page <<http://www.bsfs.org/ywc.htm>> for the full rules or contact BSFS for a copy.

BSFS supports the RIF charity (Reading Is Fundamental) with change collection jars and a charity auction (of donated books & artwork) at Balticon.

BSFS produces a monthly newsletter addressing club business that is distributed free to all members and is exchanged with other Science Fiction Clubs throughout the world.

BSFS sponsors a SF Book Discussion Group that meets at 2:00 PM on the third Sunday of the month. Please call for the schedule of books to be discussed.

BSFS is the third Science Fiction Club in the country to own a clubhouse. LASFS (Los Angeles Science Fantasy Society) and NESFA (New England Science Fiction Association) are the other two. The former theater at 3310 East Baltimore Street, in the Highlandtown section of Baltimore, is being slowly renovated as time and money allows.

BSFS maintains a library of science fiction and fantasy

books (mostly paperbacks) and videotapes. BSFS members may borrow these books and videos. BSFS also has an extensive collection of old pulp SF magazines on microfiche.

When?

The regular monthly BSFS business meetings are held at **8:30 PM** on the **second Saturday** of the month.

When needed, Balticon planning meetings are held at 7:00 PM on the second Saturday of the month.

There is a social meeting at 8:00 PM on the fourth Saturday of the month.

All meetings are open to any member of the general public. Unless otherwise announced, all meetings take place in the BSFS clubhouse. Occasionally, the business and social meetings are swapped to accommodate members attending a convention. Please call to verify any meeting you plan to attend. Meeting information is available on the answering machine.

There are informal working meetings most Wednesday evenings in the clubhouse starting at approximately 7:00 PM. Wednesday evening activities may include: clubhouse cleaning and/or maintenance, monthly newsletter production, computer maintenance or programming, database input, convention supplies inventory or packing.

Where?

Mailing Address: **PO Box 686
Baltimore MD 21203-0686**

Shipping Address: **8775 Cloudleap Court
Ste. P61
Columbia MD 21045**

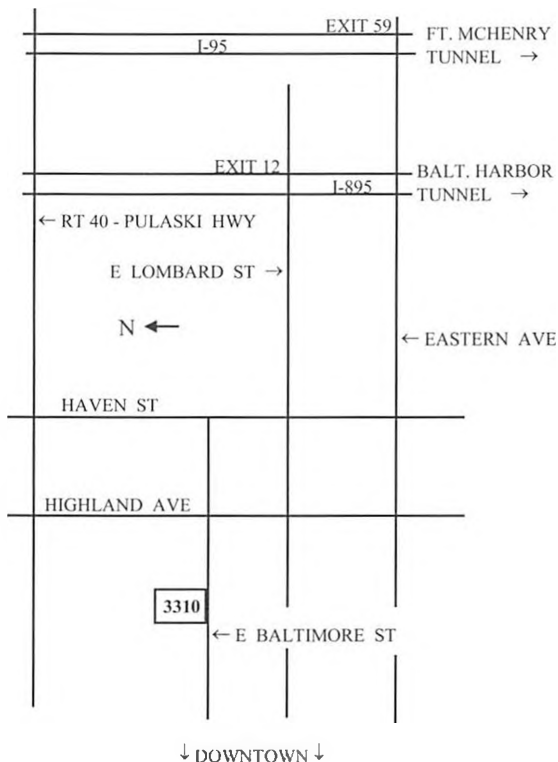
Clubhouse Address:* **3310 East Baltimore Street
Baltimore MD 21224-2220**

**(no mail is received at this address.)*

How?

Phone: **410-JOE-BSFS (563-2737)**

Email: **bsfs@bsfs.org
balticon@balticon.org**



A Balticon Short History

<u>CON</u>	<u>YEAR</u>	<u>VENUE</u>	<u>GoH</u>	<u>ART GoH</u>	<u>CHAIR</u>	<u>CROOK WINNER</u>
1	1967	Emerson	None		No Chair	
2	1968	Lord Baltimore	Samuel R. Delany		Jack Chalker	
3	1969	Lord Baltimore	L. Sprague deCamp & Lin Carter		Jack Chalker	
4	1970	Lord Baltimore	Damon Knight & Kate Wilhelm		Jack Chalker	
5	1971	Lord Baltimore	Harry Harrison		Ted Pauls, Dave Halterman, & Mark Owings	
6	1972	Hopkins Hilton	Gordon R. Dickson		Ted Pauls, Dave Halterman, & Mark Owings	
7	1973	Lord Baltimore	Poul Anderson		Ted Pauls, Dave Halterman, & Mark Owings	
8	1974	Lord Baltimore	Frederik Pohl		Ted Pauls	
9	1975	Pikesville Hilton	Hal Clement		Charley Ellis	
10	1976	Hunt Valley Inn	Isaac Asimov		Bill Simmons	
11	1977	Hunt Valley Inn	Philip Jose Farmer		Martin Deutsch	
12	1978	Hunt Valley Inn	Anne McCaffrey		Bill Simmons	
13	1979	Hunt Valley Inn	Poul Anderson		Sue Wheeler	
14	1980	Hunt Valley Inn	Algis Budrys & Sean Spacher		Bill Simmons/ Eddie Williams	
15	1981	Hunt Valley Inn	John Varley		Michael Walsh	
16	1982	Hyatt Regency	Samuel R. Delaney		Eddie Williams	
17	1983	Hyatt Regency	L. Sprague deCamp & Catherine Crook deCamp		Pat Kelly	Donald Kingsbury
18	1984	Hyatt Regency	Parke Godwin		Sue Wheeler	Christopher Rowley
19	1985	Hunt Valley Inn	R. A. MacAvoy		Rikk Jacobs	David R. Palmer
20	1986	Hyatt Regency	Nancy Springer		Elizabeth Rosenberg	Sheila Finch
21	1987	Omni Hotel	Roger Zelazny		Marty Gear	Thomas T. Thomas(Wren)
22	1988	Hunt Valley Inn	Spider Robinson	Tom Kidd	Larry Schroeder	Christopher Hinz
23	1989	Omni Hotel	C. J. Cherryh	Stephen Hickman	Jul Owings	Elizabeth Moon
24	1990	Hunt Valley Inn	Robin McKinley	Charles Lang & Wendy Snow Lang	Sue Wheeler	Joseph Sherman
25	1991	Hunt Valley Inn	Nancy Kress	Thomas Canty	Hal Haag	Michael F. Flynn
26	1992	Hunt Valley Inn	All 10 Compton Crook Winners	Guy Frechette (Featured Artist)	Mark Owings	Carol Severance
27	1993	Hunt Valley Inn	Allen Steele	Don Maitz	Jeff Olhoeft	Holly Lisle
28	1994	Hyatt Regency	Mercedes Lackey	Larry Dixon	Betty Bowers	Mary Rosenblum
29	1995	Lord Baltimore /Omni International	James P. Hogan	David A. Cherry		Doranna Durgin
30	1996	Omni International	Robert Jordan	Lubov	Colette Schleifer	Daniel Graham
31	1997	Omni International	Glen Cook	Frank Kelly Freas & Laura Brodian Freas	"Sue Who" Schroeder	Richard Garfinkle
32	1998	Omni Inner Harbor	Harry Turtledove	Jody A. Lee	Dale Arnold	Katie Waitman
33	1999	Omni Inner Harbor	David Weber	Jennifer Weyland	Jeff Olhoeft	James Stoddard
34	2000	Omni Inner Harbor	Octavia Butler	Wendy Pini	Lee Anne Dinkin	Stephen L. Burns
-----And Then, A Miracle Occurs!!!-----Balticon Switches from Easter to Memorial Day!!!-----						
35	2001	Wyndham Baltimore	Hal Clement	Halla Fleischer	Hal Haag	Syne Mitchell
36	2002	Wyndham Baltimore	Phil & Kaja Foglio, (Author/Art GoHs)	Mark Rogers	Sue Wheeler	Wen Spencer
37	2003	Wyndham Baltimore	Steve Miller & Sharon Lee	Omar & Sheila Rayyan	Sue Wheeler	Patricia Bray
38	2004	Wyndham Baltimore	Lois McMaster Bujold	Dave Seeley	Dale Arnold	E.E. Knight
39	2005	Wyndham Baltimore	Steven Barnes & Tananarive Due	Bob Eggleton	Nora Wright	Tamara Siler Jones
40	2006	Hunt Valley Inn	Neil Gaiman	Lisa Snellings-Clark	Nora Wright	Maria V. Snyder
41	2007	Hunt Valley Inn	Larry Niven & Jerry Pournelle	Joe Bergeron	Nora Wright	Naomi Novik
42	2008	Hunt Valley Inn	Connie Willis	John Jude Palencar	Greg Wright	Mark Van Name
43	2009	Hunt Valley Inn	Charles Stross	Kurt Miller	Steven Joel Zeve	TBA

For a more complete record of the history of Balticon, see: <www.bsfs.org/bconhist.htm>.

Confluence 2009

July 24, 25, & 26, 2009 at the Doubletree Hotel, Pittsburgh Airport

Guest of Honor:

John Scalzi

In 2006, John Scalzi was nominated for the Hugo Award for Best Novel, for *Old Man's War*, and won the John W. Campbell Award for Best New Writer. Then in 2007, he was nominated for the Hugo Award for Best Fan Writer. In 2008, he was nominated for both Best Novel (for *The Last Colony*) and Best Fan Writer.

Featured Filk Guest

More Difficulties

A group consisting of T.J. Burnside-Clapp, Linda Melnick, and Jean Stevenson (all former members of Technical Difficulties and/or Musical Chairs) as well as T.J.'s daughter Jessie.

Confluence is a small, friendly conference focused on the literature and art of Science Fiction and Fantasy, with many award-winning authors and editors who enjoy meeting and talking with Confluence members. We hold panel discussions and talks that will broaden and deepen your appreciation of Science Fiction and Fantasy. Come experience our taste-testing consuite, growing art show, and book-crammed dealers room. Or watch our art demos by several very accomplished artists, and entertainment items that span the spectrum from poetry readings (we often call it "poexry") to filk concerts, our video room to the annual farce presented by the Parallax Second Players.

Confluence

PO Box 3681, Pittsburgh, PA 15230-3681
Web: <http://www.parsec-sff.org/confluence>
E-mail: confluence@spellcaster.org
Phone: (412) 344-0456

The Bobby Gear RIF Auction 2009



*Look what we have for you this Saturday night during the masquerade halftime!
(And this is just a small sample. More is on display in the art show.)*



Last year we raised over \$3000! Let's see if we can do more this year.

Come join in the bidding!!!



Reading Is Fundamental prepares and motivates children to read by delivering free books and literacy resources to those children and families who need them most. All of your donations through the auction are tripled by RIF to buy new books for the students at Buck Lodge Middle School.

Balticon 42 Masquerade Awards

Presentation Awards

Young Fans

Anakin Skywalker	Robert Lopez	<i>Best Midichlorians</i>
Pirate	Eric Boehme	<i>Most Ferocious Pirate</i>
Fairy	Erin Boehme	<i>Best Fey</i>
The Devil's Daughter	Rayanne Silverman	<i>Most Diabolical Offspring</i>
Very Sneaky Gladiator	Daniel Hack	<i>Most Spartican</i>
Fairy Princess	Bridget Doyle	<i>Most Royal Fairy</i>
Elvis Pawsley	Joram Stanley	<i>Most Punny Impersonator</i>
Cat in the Hat	Tim, William, & Selena Salisbury	<i>Most Likely to Commit Mischief</i>

Novice

Celestial Dance	Miranda Ramey, Maura Taylor, Victoria Besner	<i>Honorable Mention</i>
Little Priest	Pallas Bane & Nate Prellwitz	<i>Best Presentation</i>
Ghostbusters	Sarah Klase	<i>Best Media</i>
Adepta Sororitas	Marianne Pease	<i>Best-in-Class Novice</i>

Journeyman

Princess Koneko	Rin Barton	<i>Best-in-Class Journeyman</i>
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Craftsman / Master

Wicked Art Director	Joni Brill Dashoff, Laura Paskman Syms, John Syms & Sharon Sbarsky	<i>Most Humorous</i>
Kuzco Llama	J.F. Bibeau	<i>Best Puppeteering</i>
Caribbean Blue	C. Sue Shambaugh	<i>Most Beautiful</i>
Comte de St. Germain	Robert G. Moyer	<i>Best Historical</i>
Princess Sailor Moon	Kathryn Szkotniki	<i>Best Recreation</i>
Watcher of the Woods	Caitlin Dick	<i>Most Evocative</i>
First of November	Ricky Dick	<i>Best-in-Class Craftsman/Master</i>
Sleeping Beauty	Gaia Eirich, Megan Taylor, Sharyn Eirich, Fiona Schram & Brian Harrington	<i>Best-in-Show</i>

Workmanship Awards

Novice

Elf Maiden	Sarah Mitchell	<i>Honorable Mention for fit & beadwork</i>
Ghostbusters	Sarah Klase	<i>Best Props</i>
Adepta Sororitas	Marianne Pease	<i>Best-in-Class Novice</i>

Journeyman

The Coming of Heros	Joe Russo	<i>Best use of pieces & parts (prop)</i>
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Craftsman / Master

Princess Sailor Moon	Kathryn Szkotniki	<i>Best Recreation (all over costume)</i>
Watcher of the Woods	Caitlin Dick	<i>Best Beading</i>
Caribbean Blue	C. Sue Shambaugh	<i>Best Overall Embellishment</i>
First of November	Ricky Dick	<i>Best-in-Class (all over costume)</i>
Sleeping Beauty	Gaia Eirich, Megan Taylor, Sharyn Eirich, Fiona Schram & Brian Harrington	<i>Best-in-Show</i>



Baltimore Science Fiction Society, Inc. Rules for the Jack L. Chalker Young Writers' Contest

CONTESTANT REQUIREMENTS:

- a. Contestants shall be no younger than 14 and no older than 18 years of age as of May 29 in the contest year and shall reside in, or attend school in Maryland.
- b. Winners will be required to provide their proof of age.

SUBMISSION REQUIREMENTS:

- a. Submissions must be in the field of science fiction or fantasy.
- b. Submissions shall be no more than 2,500 words in length.
- c. All submissions should include a title page with the title of the story, the entrant's name, note if home-schooled, home address, evening phone number, and e-mail address, if possible. Also, please include your English teacher's name.
- d. Paper submissions must have numbered pages—all submissions must have a footer with the title and page number. They should not have the entrants name or other identifying information on the individual pages. Paper submissions should be typed or printed, double-spaced, on 8.5 x 11" paper.
- e. Electronic submissions must be sent as an attachment to email in either Microsoft Word or Wordperfect format. Otherwise they must be printed out and submitted on paper.
- f. One contestant may submit multiple entries, but only one prize may be won by any one entrant.

OTHER RULES:

- a. Judges shall be drawn from the membership of BSFS, Inc.
- b. The winners will be contacted before the convention and their names will be announced to the public at the next Balticon on Memorial Day Weekend just before the Masquerade at 8:30 PM. Winners need not be present to receive their prizes.
- c. The submissions ranked first, second and third shall receive cash prizes of \$100, \$75 and \$50, respectively. The three winners shall also receive complimentary registrations for Balticon for themselves and their parents or one guest each. They will also receive a free Balticon T-Shirt.
- d. The deadline for all submissions is March 1, in any given contest year.
- e. Paper submissions should be addressed to:

Balticon Young Writers' Contest
BSFS, Inc.
PO Box 686
Baltimore, MD 21203-0686.
- f. Electronic submissions should be addressed to: <ywc@balticon.org>.
- g. All submissions become the property of Baltimore Science Fiction Society Inc. (BSFS, Inc.), and may be published in Society publications.

For additional information, call the BSFS Building @ 410-563-2737 or the coordinator at 301-596-3936, or send e-mail to: <ywc@balticon.org>. Web: <www.bsfs.org/bsfsywc.htm>.

The Hoard Keeper

Brenden Bogley

First Place

BSFS Jack L. Chalker 2009 Young Writers' Contest
New Market, MD

In a time long forgotten and in a place much overlooked, there once lay a small kingdom. A towering, rocky cliff resided in a location not so remote of this realm and within the bosom of the mound of earth, a great dragon took abode. This dragon's name was Cratheel. It would not have been suitable for me to have said, "This dragon was known as Cratheel," for in truth, the dragon was not properly known as such, save by scarce others. Rather, Cratheel had been bombarded with such names as "the dragon," or "the beast," or "the worm," or "the creature," as well as many other derogatory, overused titles. Nevertheless, he did indeed have a name, being Cratheel, whether anyone knew of or acknowledged it or not.

The dragon had hollowed out a deep hole in the rugged wall of the crag, and in this he dwelled. This place also housed his heaps of jewels, gold, and like objects of such value.

Cratheel was a magnificent silvery green, with a dark orange underbelly. From snout to tail tip, the dragon measured roughly 80 feet long (almost half being tail), and from forefoot to shoulder approximately 20 feet high. The two horns jutting from either side of his skull curved towards his back, providing him with a sleek look. Thick, protruding scales lined his dorsal, running between huge, currently folded wings which resembled huge sails. He was a fine specimen of his kind.

Cratheel now rested among his plentiful treasure, bathing in its company. His tail slowly lapped at the pools of gold. He expressed his content in a sigh and flopped onto his back, steadily wriggling back and forth to burrow his adjusted shape into the pile of wealth he reclined on. Such is how he spent his days, and he would prefer it to be no other way. Most dragons admire treasure, and this love of valuable items was a trait that had not excluded Cratheel.

Cratheel was moments away from dozing off, when a sound other than the clinking of coins and riches penetrated his peace, causing him to perk his ears up and raise his head. The plodding of hooves rose up into his cave from the cliff base down below. The steps were too heavy to be that of a deer (Cratheel would otherwise have emerged for a meal). No, they were the sounds of a horse approaching, and their clip-clopping usually served as a bothersome herald to yet another engagement with a misled, glory-seeking man. The clops soon faltered and came to a halt. Cratheel reluctantly arose from his lounging, shook himself clean of the coins and trinkets clinging to his hide, and steeled himself for the tiresome confrontation.

For generations these events had occurred, each a repetitive sequel of the last. Man had craved the dragon gold for centuries, all the while seeking to reclaim "the long stolen treasures" from days none of them could recall with clarity. Cratheel and his ancestors had ceaselessly been pelted with

soldiers and aspiring heroes throughout the ages, each seeking fame and the wealth supposedly their peoples'. The dragons were not to succumb to this false ownership.

The classic tale of the thieving dragon, while often true, was an ill-becoming stereotype. These dragons had never stolen anything from these men. The wealth was the dragons', and justly so. In a distant time seldom remembered, when man had troubled to comprehend the speak of dragons, deals had been struck, services had been lent, and bargains had been made. The valuables had been the dragons' payment, earned honestly and bestowed willingly. These riches they spent not, rather kept and appreciated. For them the jewels were meant to own, their value prized more than any possession that could have been bought.

The crime of theft lay not upon the dragons, but instead upon the later generation of men, desiring more than their share. The treasure was robbed from the dragons and kept in the custody of man for many a year, the original pilferers having long passed. The dragons eventually managed to reclaim their rewards, but by this time the men had truly believed that the gold was their own, and had blamed these dragons for a crime committed by their own ancestors.

Many attempts had been made by man over numerous lifetimes, lifetimes both of men and dragons, to retake what was seemingly theirs. Despite the dragons' desire to remain away from the men, men would continue to pester the dragons and try to recover the fought-over gold. Over time the dragons had continued to change the location of the hoard, in hopes that the men would leave them be. Unfortunately, the respite they bought was short lived. The men either searched them out or stumbled across their lair, and the assaults began anew. The disputed treasure had eventually passed into the hands of Cratheel, and he had owned it for quite some time. This hole in the cliff he had made was one of his homes he had fashioned after trying to remain hidden, but nevertheless, it had been discovered and intruded upon several times. One of these times was now.

There was a scuffling sound originating from the cliff face near the mouth of the cave. Apparently the cliff was not steep enough to prohibit intruders from gaining access inside. A few moments followed, and then a man came through the opening and into Cratheel's sight.

Cratheel eyed the man, noting that he was the typical interloping soldier type. The man was clad in a brown tunic, under a shirt of mail. He sported a breastplate, as well as moderate protection strapped to his arm and legs. In his gauntleted fist he held an iron shield. He possessed the classic heroic features: curly blond hair, broad build, strong jawbones, and, of course, a cleft.

The man summoned a bold face and swaggered, "Lo, filthy

beast! For many winters have you and your kind plagued us good people. You have terrorized us, when we have caused you no strife." (Cratheel rolled his eyes.) "Many of us, burdened with your oppression, have marched forth to confront thee in combat. None have prevailed thus far, but none have been I, Sir Taren Gembor!"

With this he drew his sword out of its sheath with his right hand, gave a much over-spoken war cry, and charged at Cratheel.

It was useless trying to converse with the human and Cratheel was aware of this, but the dragon still began to try to deter the attacker in his own draconian tongue.

"Be gone, man! I have presented you with no reason for a quarrel," he growled.

The arguing proved futile, as the clueless aggressor continued his misguided vendetta, sword raised in the air. His blade's destination was Cratheel's chest.

"Why do you persist?" Cratheel continued. Before Taren had hit his mark, the dragon lightly swatted him with his massive claw, not enough to damage, but it sent the soldier careening away towards the floor.

"Aha!" he exclaimed as he climbed to his feet, brandishing his weapon. "It's a fight you are looking for, eh monster?" Taren rushed at Cratheel. "I shall grant you a..."

He was buffeted to the ground once more.

He rose a second time, his bravado in check. He gave a shout and swung at his opponent's foreleg. Cratheel removed his leg before the sword fell. Taren immediately went for the other limb, but the great dragon was swift in his evasion.

Cratheel nudged Taren, who stumbled but did not fall. "This human will not desist," the irritated dragon thought.

What followed was the simple matter of avoiding the man's blows while attempting to get Taren to relinquish his impractical attack. Cratheel did not feel he had to resort to killing the man, but he found it frustrating trying to dissuade the human. Cratheel found it credible that even if Taren understood his speech he would not listen to reason.

Cratheel felt the wall at his back as Taren advanced. The sword swung and was deflected by the dragon's talon. Cratheel had limited maneuverability, a factor Taren took advantage of as he quickly recovered from the failed blow and struck his weapon across the dragon's unaware forelimb.

Cratheel snarled in pain as he sharply drew back his leg, examining the wound. It was rather minor, though undeserved.

Cratheel arose on his hind legs, muscular tail thwacking the ground. He extended to his full height, approaching the ceiling. His gargantuan wings flashed open and encompassed the chamber. He furrowed his brow and hammered the man with his gaze.

"LEAVE ME BE!" Cratheel thundered, quaking the entire crag. Taren's courage flickered as he gaped up at the majestic beast, a huge colossus looming over him.

The instant Taren faintly hoisted his sword Cratheel roared a column of flame which crashed down adjacent to the soldier. The human lifted his shield, taking refuge behind its cover. The fire was just close enough to cause Taren to fall back, yet it posed no harm. Cratheel reverted to his fours and spewed his

fire onward, pushing the blaze, along with the man, towards the opening. He was sure to keep the flames wide enough to discourage any further hostile action.

Taren had reached the exit, but was reluctant to leave. The blaze died down, replaced with steam. The man lowered his shield, straightened up and smirked. "You have failed to scathe me, and this folly will end with your overdue defeat, vicious..."

Cratheel slammed down his scaly paw and sent up a shower of gold. With this Taren stepped back, turned, and retreated.

Cratheel stood fast, careful to keep his watch on the door. He carried this on for a small period of time, until at last he heard the horse's hooves clop away.

Cratheel exhaled a long breath, and turned as well, back to his original business of lounging. He sank down upon his shining bed and nestled his head in.

He began to contemplate the aftermath of his newest conflict. He wondered what new atrocity he would be blamed for this time. Cratheel had always been converted into a horrible menace when all he did was protect his territory. Word had reached even his ears of the supposed "crimes" he had committed. He had heard how the heroes described the "bones of fallen warriors in the dragon's den." (They were the remains of his meals, primarily deer, which in case you have not guessed were his favored morsels. He did not slay humans.) He had heard of "the charred armor of his earlier victims scattered about" (Everyone had failed to notice that the suits were decorative, propped up, part of the original treasure. They had never been worn, as it was not their purpose). Men who had challenged Cratheel and came back with any sort of injury, whether it be a considerably sized nick or a bruise, had their damage suddenly transformed into a grisly wound, a worse fate only narrowly escaped. (The times Cratheel had resorted to violence, however little, had only been in self defense.) Cratheel huffed. Surely this recent glory-seeker would claim to have been "enveloped by an overcoming, unrelenting blaze," and that much more despite of "the creature" would be brewed.

Cratheel shifted uneasily as he pictured the newly-inspired revolt that would be led against him.

The people of the realm had congregated in the town square, ready to receive their weary champion at the sight of him on the horizon. Such had been tradition since before the eldest of them could remember. The chivalrous soldier would ride home, and the anxious crowd would jostle about him, grasping him and prodding him for an account of the clash.

Taren and his steed trotted into the community and were swarmed. The company bustled round, querying their routine questions. Taren replied the routine answers.

Before long, an immense shadow descended upon the denizens. Many ogled in horror.

Cratheel soared above the kingdom, eyeing the shocked inhabitants who had just digested the misinterpreted actions of the dragon. Those of the startled people not stunned into inaction began to run about, shouting and scurrying hither and thither in search of their bows and quivers or spears. The

royal guard hastily summoned, they bustled around, trying to swiftly strengthen their defenses in the moment's notice.

In all of the uproar not one seemed to observe the dragon's load. Cratheel clutched in all four of his claws golden masses. Even his tail coiled around and cradled a vast amount of treasure.

The kingdom abuzz with panic and the people continuing with their fortifications, Cratheel plunged into the midst of the square, his wings beating down upon the land. Many brave men advanced to meet the intimidating beast, javelins grasped firm and arrows notched.

Cratheel hovered above the surface and released the wealth he held. A great din sounded as the jewels, engorged chests, coins, diamonds, gold-plated swords and helms, pearls and pendants and gems and all other variations of valuables cascaded down, ricocheting off one another. The men halted their aggressive moves as they stared at the torrent of riches being poured out before them.

When every piece had been added, the majority of the cries had ceased, and all who had noticed this newest occurrence beheld the voluminous heap. Bewilderment had claimed them all, and their gaze turned to their ancient foe. He returned their looks and, relieved of his burden, ascended into the sky and departed, leaving the multitude to gather and examine their award.

As he flew among the clouds Cratheel felt very lighthearted. He had at last discovered a way to gain himself some solace. He had not relished utilizing a portion of his gold in this manner, yet it appeared to be the only way to solve his dilemma. Relocating his dwelling was not an option for Cratheel, for at the moment he did not feel like moving his hoard to another place, and moving to another region entirely was positively out of the question, for this had been the land of his foredragons, and leaving this land was not something he wished to do. No, simply giving the humans some of his own treasure in hopes of them being satisfied was, unfortunately, the best decision.

Cratheel alighted on the cliff face and shambled inside. The remaining riches were still plentiful, and the room looked for the most part untouched.

Cratheel crawled over to his undiminished resting spot and stretched out. He snuggled in, letting the trinkets trickle over him. Cratheel extended a forelimb and plucked a ruby encrusted goblet. He tranquilly rotated it in his fingers, taking pleasure in its craftsmanship.

In the end, the dragon's money was invested in a possible end to the enduring feud. Cratheel's purchase was deemed worthwhile, as the people, appeased with their gift, left him be.

At least for a few generations...

**Honorable Mention – BSFS Jack L. Chalker
2009 Young Writers' Contest**

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**The Balticon 42 audience votes
for the movies screened at
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Festival were as follows:**

- 12th place *72 Hours From Now*—284 points
- 11th place *Replay*—330 points
- 10th place *Light Sabers*—367 points
- 9th place *Final Run*—392 points
- 8th place *Hugh*—454 points
- 7th place *Memory Sticks*—480 points
- 6th place *Postcards From the Future*—484 points
- 5th place *A Gentleman's Duet*—494 points
- 4th place *Eli*—503 points
- 3rd place *The Ungone*—509 points
- 2nd place *The Toll*—516 points

**Viewer's Choice Best Film of the
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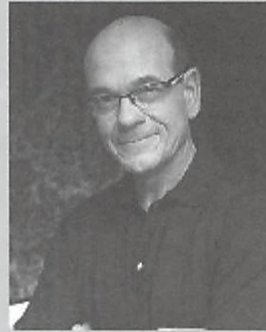
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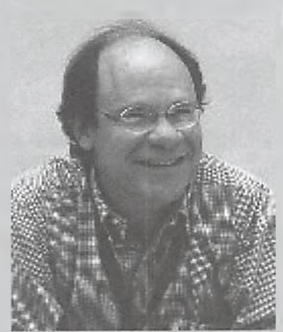
Jason Momoa
Stargate: Atlantis'
Ronon Dex



Rachel Luttrell
Stargate: Atlantis'
Teyla Emmagan



Robert Picardo
Stargate SG-1 and
Atlantis' Richard Woolsey;
ST:Voy's The Doctor



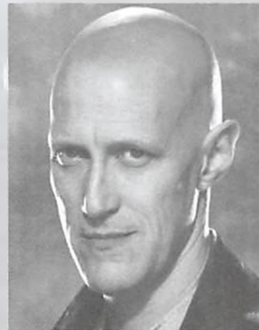
Ethan Phillips
ST:Voy's Neelix



Kevin Sorbo
Hercules: The Legendary
Journey's Hercules;
Andromeda's Captain
Dylan Hunt



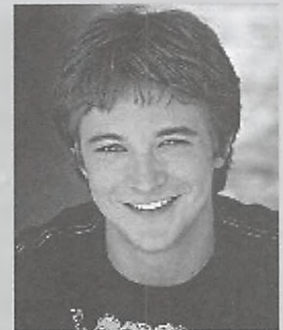
Adrienne Wilkinson
Xena: Warrior Princess'
Eve & Livia; Star Wars:
The Force Unleashed's
Jedi Maris Brood



Christopher Heyerdahl
Sanctuary's John Druitt/
Bigfoot; Stargate: Atlantis'
Todd the Wraith/Halling;
Stargate SG-1's Pallax



Jasika Nicole
Fringe's Astrid
Farnsworth



Michael Welch
Twilight's Mike Newton;
Stargate SG-1's O'Neill
Clone; ST:Insurrection's
Artim; Joan of Arcadia's
Luke Girardi

Jason Momoa, Rachel Luttrell, Robert Picardo, and Ethan Phillips will sign Photo Op photos for no additional charge during the Official Autograph Sessions on Saturday and Sunday. There is a change from previous years though, as this will count as your one free item. If you wish to have an item signed in addition to the Photo Op or wish to have more than one Photo Op photo signed the price will be \$10 per Photo Op photo. The other guests will be charging a fee (amount to be determined by the actor) for their autographs, but have agreed to not exceed \$10, to sign the Photo Op Photos.

Also with us this year are the following writers, scientists, and performers (more as they are confirmed): Paul Abell, Lucy Albert, Ilsa J Bick, Chuck Blue, Kirk Borne, Greg Cox, Kathleen David, Peter David, Keith DeCandido, Kevin Dilmore, Michael Jan Friedman, Dave Galanter, Robert Greenberger, Glenn Hauman, Jim Johnson, Yoji Kondo, William Leisner, David Mack, Terri Osborne, Charles Quirk, Roberta Rogow, Amy Sisson, Ray Villard, Dayton Ward, Howard Weinstein, Luna-C and The Boogie Knights.

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Dreamland for Insomniacs

Margaret Renninger
Second Place

BSFS Jack L. Chalker 2009 Young Writers' Contest
Silver Spring, MD

Contained within this pamphlet is a sample of a product that will change your life. *Dreamland, Inc.* fabricates the finest dream substitute available. Our secret recipe is based on a translation from the fragments of several ancient Incan texts, and guarantees higher quality dreams than substitutes made from low-grade imaginings or day-dreams.

Indistinguishable from natural dreams even under close examination, *Dreamland* products are guaranteed fresh and 100% unnatural. Unlike other companies, who use pre-dreamed images or simple transcriptions of previous REM experiences, *Dreamland, Inc.* creates each dream from scratch. New manufactured dreams are also more customizable and lack the bitter aftertaste of used shoggoth-produced dreams, or those produced by unethical sweatshop dreaming corporations.

Because all *Dreamland* creations are completely synthetic, they can be easily tailored to the consumer's exact specifications. Our catalog lists over a hundred basic packages, each of which contains a perfectly serviceable Basic Dream. However, those wishing to add an individual touch are encouraged to personalize their dreams, with only a slight additional fee.

Many use this feature as a simple way of eliminating nightmares or other unwelcome nighttime visitors, but in truth, it presents a much wider range of possibilities. *Dreamland* products can be used to study while resting, to resolve personal issues, or simply as relaxation aids. In many cases, our products produce results superior to dangerous and often unreliable hypnosis techniques. Also, for customers interested in taking control of their sleeping or resting experience, a *Dreamland, Inc.* apparatus is the perfect tool, allowing users to control the duration of their dream-time and ensure timely awakening.

Dreamland, Inc. also has the capability to accommodate even those looking for a simple return to a conventional night's sleep. Equipped with features that carefully craft a unique experience, users also have the opportunity to explore, and find surprises around every turn. For today's dreamer, fabricated dreams are truly the way of tomorrow night.

Enclosed is a sampling of *Dreamland, Inc.* products, including a preview of our newly released line of Haunting Images. Please consult our catalogue or our website for a complete listing of our products.

Number One

There is a cloudless blue sky overhead, and the clear seawater is cool against your ankles. The sand is powdery underfoot, the kind that drifts lazily upwards every time you take a step. Your pants are rolled up above the knee, and although the water never gets deeper no matter how far you walk, you're soaked through to the skin. Salt water trickles down from your hair and now and again needs to be flicked out of your eyes.

Despite its shallowness, the water is choppy, and in some places, a tide pulls lightly at your toes.

At first, you wander aimlessly, examining the tiny shells and larger flecks of rock occasionally found in the sand. But suddenly, you notice you've dropped the key. You have a large silver-gold padlock in one hand, and you know you had the key in the other. It was just there a second ago, and it was important.

Panicked, you plunge both hands into the sand, feeling wildly about for it. Even so, you're careful not to lose hold of the lock. You might not be able to find it again, and then what would you do?

Looking around for any kind of landmark to use to re-trace your steps, you find none. Only then do you realize how alone you are in the featureless landscape. Without much hope or any idea what the alternative might be, you kneel down to sort through the sand, hoping to come upon it by chance.

After what might have been days or hours or seconds, you feel something bump against your left ankle. It's a small green and blue striped fish. It gives you an odd look, and then smiles, as if to say, 'We're all in this together, aren't we?'

Number Two

You silently explode into the white void. It isn't messy or bloody or gory. You were naked to begin with, so there are no clothes to rip or stain. There's no pain, no real emotion except perhaps relief, or a maybe a little curiosity.

Your bones fly apart, totally disconnected. There are no dangling sinews or capillaries to ruin the effect; your bones simply separate, slowly and soundlessly. The flesh peels neatly off your bones, your hair extends away from your head, and then everything simply floats away. One by one, your hands and feet follow similar processes, expanding and then streaming off in different directions, all the tiny bones becoming individuals, and all the muscles spread out for you to see. You are floating midair in a bright, empty expanse, so there's lots of room for everything to spread out.

Eventually, the skin on your torso slides off, revealing a ribcage that shatters into a thousand pieces. Your inner organs extend, reveling in their newfound freedom. You watch with interest. They've been part of you for as long as you can remember, but you've never known them that well. Now is your chance.

There is an air of unexpected majesty about your lungs, a sense of secrets kept private, even from yourself, being exposed.

You smile with pride at the trust your body shows you. But eventually, everything has left, and gone so far away that even in the empty space, no trace of yourself is left behind except for your vertebrae and your skull.

Your lower jaw disappeared at some point, and your tongue has long since slithered out into freedom, or at least whatever lies beyond the void. You open your eyes wide, and they too escape, free at last to roam. Finally, your spine, loyal to the end, sends a brief undulation before it too separates into the light, floating slowly down, as if the space were filled with honey instead of air.

Number Three

Eyes closed, you savor the wind in your hair, wondering how you could have possibly lived before you could fly. Eyes open, you laugh at the sky and flap your wings once before resuming your gentle glide.

You peer down through the clouds, trying to figure out how far you've flown, but the ground just seems a mass of squiggles and dots. Angling down slightly, you float through a cloud to try to discover where you are.

The curves and lines slowly resolve themselves into colored patches of farmland and forest and town, and you finally realize how far up you are. Twenty, maybe thirty thousand feet up? Maybe more, maybe less. It's hard to be sure. You still don't recognize anything, so you opt for a slow decent, easy to pull out of once you get your bearings.

Slowly, achingly slowly, trees and houses and hills come into focus. Layers of mist peel away and the view becomes even clearer. Now you can pick out the cars and make out which houses have swimming pools. You see the little ant-sized humans going about their business, ignoring your questing flight as they grow larger, bit by bit.

Now you're about level with the tops of the higher buildings. You have yet to see any identifying sign, so you decide to level off and look someplace else. You flap your wings, but your descent, if anything, becomes faster. Now you're only sixty feet up. Fifty-five. Panicking, you flap your arms and your wings and kick your legs. You didn't really want to know where you are that badly. You make violent swimming motions in the air. No use. You're still falling.

Twenty feet. Twelve. You're going to crash, you know you are.

Eight feet left. Five. Four. Three. Two. One.

Number Four

You're walking home when suddenly, you see your two best friends standing at the corner. They're taking turns playing a game with what looks like a wooden roll-top desk. You have to whistle the correct combination of tones before the desk will open. You know the combination, but you also know that there is nothing inside, so you don't interfere. You don't want to disappoint your friends.

As you pass by, you wave, but they don't notice. They're too busy trying to open the desk. Eventually, you give up and walk on.

And on and on. And on.

After a time, you realize that you should have reached home long ago, and are now hopelessly lost. Picking a new direction at random, you set off and hope to find your way back.

You walk through hedge-lined boulevards and corn mazes and trackless woods and deserts of grass and bare mountains and cities and clouds. You never get tired or sore, just confused and even more hopelessly lost.

You walk to the sea, and having walked everywhere else, you walk under the waves to see if that's where your home is. You smile at the anemones and laugh with the dolphins and wave to the strange tentacled things down there in the depths. But you keep on walking. No one stops you.

It starts to get shallower, and you realize you've started to leave the sea, and are now walking through a river. You follow it until it goes into a pipe, and then you crawl inside to follow it back to its source. But it's dark in the pipes, which branch off in odd ways. The rushing of the river gets fainter and fainter until finally you can't hear it at all. The pipe has become a tunnel, and now it's merely damp instead of splashing wet.

The tunnel walls slowly degrade until finally they're made of dirt instead of cement, and tree roots protrude downwards through the ceiling.

Off in the distance, you can hear two birds singing. As you walk through the tunnel, they become louder. First one sings, then a pause, then the other. Sometimes they have arguments, chirping and singing over one another, and then they are silent for a while.

And then they start again.

Finally, you reach the end of the tunnel. It's a dead end, but you know you can't go back. You feel along the final wall, looking for a clue. The dirt there is loose, only lightly packed. You brush it away with your fingers, and feel an unexpected surface.

Wood. Thin horizontal bands of wood.

The birds outside start singing again, one after the other.

Continued on p. 73

Snow Angel

Helen Zhao

Third Place

BSFS Jack L. Chalker 2009 Young Writers' Contest
Reisterstown, MD

White, mysterious snowflakes sparkle on her pink Disney princess boots and the cuffs of her pants. Delighted, she prances in the piles of snow, marveling at the small prints she leaves behind in its soft cold wetness. Frigid air numbs her cheeks and ears as she laughs and giggles to herself while listening to the sound of each footstep. Crunch. Crunch.

"Daddy!" she squeals, "Watch!" Her father looks up from the shovel, the premature lines on his forehead deepening. The little girl leaps into a drift of snow, screaming in exhilaration from the biting cold, her face rosy and bright. Her father frowns and shakes his head.

She'll catch a cold, he thinks, his mind racing. That meant delays to work, doctor appointments, and worse, the expenses.

"Jilly, stay out of the snow, sweetheart," he calls half-heartedly, feeling a twinge of guilt at the girl's disappointed expression. Most fathers would let their 5-year old daughters run wild in the snow, probably even play with them. Why couldn't he?

Jilly frowns but obediently brushes herself off and plods back onto the asphalt. She tentatively steps like a tightrope walker on the thin division between the snow piles and the driveway. This way or that way, she thinks, her arms spread wide.

She looks up at the gray sky and blinks the icy flakes out of her eyes. This is the first year that she has spent her days in the snow without the company of her mother. Before, her mother had always taken her out to the yard and danced around in the snow with Jilly by her side. Danced until she and Jilly were both too weak to stand and would collapse on the ground, laughing and smiling. Then they would lie in the snow side-by-side, and Jilly's mother would say, "Go on, Jilly darling. Spread your arms. Make a snow angel." And she would make an angel, the world's most beautiful snow angel that shimmered like a real one when the sunlight hit it just right.

This year is different, though, colder and lonelier. There is no more laughter. There are no more smiles. There is no more love. And it is all her mother's fault.

She should have been more careful. Slow down, the doctors said. Too much exertion and you will destroy yourself. Yeah right, her mother responded with a smirk. She was young and full of life, and she believed herself to be invincible. Jilly believed her to be invincible. They were both wrong.

In her mind, Jilly remembers those light-filled days and then the descent into darkness as "When Mother was Here" versus "When Mother was Not Here." For the first, there was cheer and happiness; for the latter there was nothing.

Well, almost nothing. For the past several months, there has still been Mellie to look forward to. Mellie, her friend. Mellie, her imaginary friend. At least she thinks she's imaginary. Her father can't see Mellie. But, then again, her father can barely see his own daughter these days.

Jilly twirls around on the driveway, feeling cold wind whip her cheeks. Then there is a tap on her shoulder and her heart leaps. "Mellie," she exclaims without even stopping. The blue figure stands tall and straight as an icicle as Jilly spins. She waits till Jilly has finished her fun before speaking.

"Hello, Jilly," she says with an attempt at a warm smile. Jilly grins. She turns around to glance at her father's hunched back before whispering behind a hand pudgy with baby fat, "Mellie. Can we go play hide-and-seek in the woods?" Jilly knows she is taking a chance. It is a known fact that the woods are forbidden.

Mellie must be in a good mood today, because she smiles briefly. "Of course. You hide, I seek."

Jilly nods excitedly before darting towards the backyard where the woods lay in wait. She is loud and awkward as she runs, but her father does not even notice. Mellie smiles briefly again, a flicker of cold gladness, a meaningless movement of muscles.

In the shadows of trees, Jilly is both awed and terrified. This is the place where nightmares happen. This is the place for adventure. "Mellie," she cries, "Come find me!" before scurrying to hide behind a bush.

Mellie, swift and smooth, weaves through the trees towards the bush, following the footprints. As she nears, the high-pitched giggling from behind it grows louder. "Where, oh where, could Jilly be?" she wonders loudly.

Jilly pops up. "Here I am!" She falls on the ground in a fit of laughter. Mellie feels her frozen heart thump once and then fall silent.

"Come here, sweetheart," she says, using Jilly's father's endearment. "Come here."

Jilly rises from the ground and moves towards Mellie. She throws her arms around her and sighs. "Yes Mellie?"

Mellie wordlessly takes the little girl's hand and pulls the girl off so they are standing side-by-side. Then, she reaches out her hand as if to a doorknob and plunges her fingers through the air in front of them. A large dark gap appears and widens, and Mellie steps through, pulling Jilly with her.

They are now in a forest just like the one behind Jilly's house, except here the trees are taller, their shadows cast farther, and here each and every branch is covered in ice.

Jilly's mouth is open, but in her heart she is not surprised. She always knew that Mellie was special. "Wow," she whispers and then, of course, giggles.

Mellie's face is impassive. "Come along," she says, pulling the little girl towards a palace in the distance, a palace that Jilly was sure was not there the first time she looked. Mellie's voice is colder, yet as persuasive as ever, and her grip is steel-like.

The distance seems far, but in minutes they are there before the huge glimmering gates. There are no guards, no moat, no blowing of trumpets like Jilly had imagined. Mellie simply pushes the door and it swings open, as if the tremendous amount of ice that makes it simply weighs the same as a piece of cardboard. Soon, they are click-clacking their way down the sparkling halls, until they reach a room so big, Jilly can't see the ceiling or walls. Midway across the room, there is a throne, and someone who seems to be on it. That is the direction in which they walk.

By now, Jilly's feet are hurting, but everything is too magical for her to say a word. Unlike to the palace, everything seems farther away than they appear, and for hours, they walk and walk. Finally, they arrive by the throne. A woman as white and as cold as Mellie with a large cloak made of snowflakes sits, or rather seems fused to the ice-covered chair. She has a crown made of long sharp icicles, some which have broken off. The woman stares down at Jilly, and Jilly squeezes Mellie's unresponsive hand.

"Is this the girl?" the woman asks. Her voice is a whisper. For years it has been a whisper.

"Yes," Mellie responds and then lets go of Jilly's hand. She pushes Jilly lightly towards the woman, and Jilly's heart flinches at the betrayal. The woman glares down at her, eyes boring into her skin, and her wonder flips into fear. "Mellie!" she screams, her voice not even echoing because of the largeness of the room. Tears begin to slither down her face, weaving paths down her chin and neck, and she starts to holler.

The woman cringes, wondering why the child is upset. She glances at Mellie, who shrugs and then looks away. After months of waiting, this is what she finally gets? "Quiet," she whispers as loud as she can. The little girl ignores her and continues to sob.

Her heart is hardening. For months she has waited, hoping, and nothing has changed.

"Take the child away," she orders bitterly before turning her head. Mellie says nothing and then pulls the little girl away to an empty room somewhere. When she returns, the woman sighs.

"Is this all?" she asks. There is a long unbearable silence before Mellie replies, "Yes."

The curse started with her eldest sister's stupid decision. She made a promise, broke the promise, and jumped to her death while leaving her six other poor sisters to finish her sentence. Every 50 years, the eldest of the remaining would become what she was now: icy, cold, and prisoner to this world, unable to leave even the throne. The others would have their freedom, but they'd have blue rigid skin, until, after 50 years, the eldest would shatter like glass and the next eldest would take the throne to wait.

This would occur until someone with enough joy to melt the ice covering their hearts was found, someone with enough hope to slice off their chains and set them free from this world. Someone willing, or not, to come and take the throne forever in their place.

Already, Elise's older sisters were dead, and there only remained her and the youngest, Mellie. This little girl Jilly was their only hope, and already it seemed futile.

Tomorrow was the deadline. She might as well close her eyes and imagine what death would feel like.

The bed is hard and cold, just like everything else. Jilly no longer cries, but she feels all hope leaving her chest. What is this strange place? Why has Mellie taken her here?

There are no answers to her questions, and she finally falls asleep after hours of hysteria. When she dreams, she dreams of her mother taking her hand and rising through the ceilings, back home, back to Daddy. Her father may not love her, but she loves him, and that's all that matters.

There is nothing else to imagine, no other hope to embrace, and she sleeps while in the arms of her mother.

Mellie cannot sleep, neither she nor Elise could ever sleep, and so she leaves this world to enter the one from which she brought Jilly, the one she used to belong to. There, she watches as Jilly's father desperately searches for his daughter, his one last love, and she hears his tears. Once, she would have sympathized, cried for him, but now, there is only scorn and pity. Your daughter belongs to us, she thinks. We need her more than you do.

She leaves with no more love than when she came.

Jilly awakes and suddenly, she knows what she must do. Without a thought, she throws open the door and marches across the large room towards the throne in the middle. This time, she arrives in less than a minute, her determination outweighing the magic. "Hellooooo," she shouts, and her voice echoes. She looks up and sees the ceiling. She looks around and sees the walls. The magic was an illusion. It was all nothing but illusions.

Dreamland for Insomniacs – cont.Number Five

You are moving back into your childhood home. The furniture in your old room is set up exactly as you remember it, but you're still unpacking. A stack of three or four cardboard boxes sits in the corner. None of them are labeled, so you open up the top one to see what's inside.

At first, the box seems mostly empty, holding only a few things you lost. Your favorite toothbrush that mysteriously disappeared. A few plastic pieces that went to that game you had. The plush toy you got for your birthday, and never loved. Even a couple of your baby teeth.

Gradually, their number seems to increase, giving way to other lost things, like that final report you weren't able to turn in on time. Cracked and broken crayons give way to blunted pencils and inkless pens. Here, the hairbrush that was never there when you needed it, and there, the check you swore was in the mail.

Finally, you sift through these familiar objects to find ones that you don't recognize. Oddly shaped keys and strange cog-wheeled mechanisms. Other things that look like the remains of uncommon sea creatures, and serve some unrecognizable purpose.

Confused, you delve deeper into the box, reaching down further than the cardboard sides would suggest possible. Before you reach the bottom, you notice that some things from the top are no longer there. You pull back, and try to grab hold of some of the familiar things before they're lost again, perhaps this time forever. But they always seem to shrink just out of your grasp. Your depth perception isn't working; something is wrong.

A sense of urgency comes over you, and you frantically try to save any memento, past or future, from oblivion, but ultimately, you fail. For the last time, your fingers scrape against the flat cardboard bottom of the box. It is utterly empty.

Thank you for taking the time to peruse this small sampling of what *Dreamland, Inc.* has to offer. If you are interested in purchasing any number of our 100% guaranteed dreams, please call our toll-free number, visit our website, or mail us the attached postcard to receive a complete catalog of our many items. If you have any questions, comments or concerns regarding *Dreamland, Inc.* or its associates, please call our customer service number, where our operators are standing by twenty-four hours a day.

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Snow Angel – cont.

The woman is waiting. She looks tired, weary, and Jilly notices that all but one icicle on her crown has broken off. This, for some reason, encourages her, and she steps to the throne with her head held high. "I want to go home," she states proudly. "My mommy is waiting for me. My daddy is waiting for me."

The woman stares as she always does at the little girl. "You have no mother, Jilly," she says unemotionally, unsympathetically.

The little girl does not hear her words. "My mommy is waiting," she repeats.

There is a pause in which every particle of the room seems to be waiting for the woman's answer. Jilly, too, holds her breath.

Finally, she says, "No. You must stay here. You need to free us." A new tone of desperation enters her voice. "We need you to escape. You're our only hope!" A tear trembles in the corner of the woman's eye, and this makes Jilly want to cry again. The woman sees this. The tear slides down her icy cheek. "Help us, Jilly," she whispers, soft as a sigh.

Jilly looks down at the ground and remembers her mother's words. Spread your arms. Make a snow angel. Her bottom lip trembles. She mutters at the ground, "I want my mommy."

At this moment, Mellie suddenly appears. Her skin is so blue that she appears to gleam. "Your daddy has forgotten you," she says.

Jilly doesn't hear her. She doesn't hear anything but her mother's words. A snow angel, make a snow angel, darling.

The ground is trembling, the entire world seeming to shake. The ceiling has shrunk to only a few feet above their heads; the walls are closing in like a cage. The throne on which the woman sits is crumbling, and yet so is the woman. "No!" she shrieks before collapsing into the rubble. Mellie screams and falls to the ground, cowering. Through it all, Jilly stands there, her small little self, muttering over and over again, "I want my mommy. I want my mommy."

The palace has fallen in on itself, and the white sunless sky is visible now. But Jilly does not see it. Still, she stares at her feet, oblivious to her surroundings, the changes.

The ground, once covered in permafrost, has now turned a deep rich brown, and green buds are poking through. The sky is fading, the air is changing. Her house appears, and there is her daddy, sitting on the front steps, waiting for his daughter.

He sees her. He shouts her name. And finally she looks up.

She runs to him, and as he envelops her in his arms, she sees, behind him, two translucent figures smile and wave at her before fading away. The sisters, Elise and Mellie, released at last. She pictures her mother, leading them up to wherever it is they go, her face beautiful as she tells them about how she and her daughter Jilly used to make snow angels in the front yard of their house. Spread your arms. Spread your wings.

She presses her face to her father's chest. Her heart beats fast as she says, "I love you."

Poe-try

Eldorado

GAILY bedight,
 A gallant knight,
 In sunshine and in shadow,
 Had journeyed long,
 Singing a song,
 In search of Eldorado.

But he grew old—
 This knight so bold—
 And o'er his heart a shadow
 Fell as he found
 No spot of ground
 That looked like Eldorado.

And, as his strength
 Failed him at length,
 He met a pilgrim shadow—
 "Shadow," said he,
 "Where can it be—
 This land of Eldorado?"

"Over the Mountains
 Of the Moon,
 Down the Valley of the Shadow,
 Ride, boldly ride,"
 The shade replied,—
 "If you seek for Eldorado!"

Edgar Allan Poe
(published 1849)

Tell-Tale Heart

A murder of crows descends, lands,
 strolls between tufts of wild garlic,
 mills about the just-greening glen,
 pokes in sod: once, again—
 looking for meat.

There is no sun on this wet-marble day
 to rainbow the silky blackness of crow.
 Still, the rainbow is there, glinting
 pale as a vulture's eye.

Willow is the only leafed tree
 in this twisted stand of oak.
 Its long strands of chartreuse dangle,
 sway like hanged men.

Crows watch you,
 rain streaming down your face,
 crouch beside a mound of raw earth.
 The rain is cooler, thinner
 than blood.
 You stand, scream, toss the shovel.

Crows rise: a throng of black angels
 circling, staring, cackling.
 They know your heart.

Vonnie Winslow Crist

A Dream Within A Dream

Take this kiss upon the brow!
 And, in parting from you now,
 Thus much let me avow—
 You are not wrong, who deem
 That my days have been a dream;
 Yet if hope has flown away
 In a night, or in a day,
 In a vision, or in none,
 Is it therefore the less gone?
 All that we see or seem
 Is but a dream within a dream.

I stand amid the roar
 Of a surf-tormented shore,
 And I hold within my hand
 Grains of the golden sand—
 How few! yet how they creep
 Through my fingers to the deep,
 While I weep—while I weep!
 O God! can I not grasp
 Them with a tighter clasp?
 O God! can I not save
 One from the pitiless wave?
 Is all that we see or seem
 But a dream within a dream?

Edgar Allan Poe
(published 1850)

IN MEMORIAM

**Forrest J. Ackerman (writer/
editor/literary agent)**
1916-2008

Amanda Allen (costumer)
1958-2008

Dave Arneson (D&D co-creator)
1947-2009

Robert L. Asprin (author)
1946-2008

Algis Budrys/Frank Mason (author)
1931-2008

Michael Crichton (author)
1942-2008

Hazel Court (horror actress)
1926-2008

Tom Deitz (author)
1952-2009

Dom DeLuise (actor/comedian)
1933-2009

Tom Disch (author/poet)
1940-2008

Philip Jose Farmer (author)
1918-2009

Susanna Foster (singer/starlet)
1924-2009

Betty James (coined "Slinky" name)
1918-2008

Ollie Johnston (animator/author)
1912-2008

Patrick McGoohan (actor)
1928-2009

**Victor A. McKusick (founder, Human
Genome Project)**
1921-2008

Ricardo Montalban (actor)
1920-2009

Maila Nurmi (actress/"Vampira")
1921-2008

Paul Parsons (fan/convention organizer)
1953-2008

Venetia Phair (named Planet Pluto)
1930-2009

Phoenix Mars Lander (spacecraft)
May-November 2008

**John P. Roberts, Jr. (host, Games Club
of Maryland/Westminster)**
?-2008

John A. Wheeler (physicist)
1911-2008

Joan Winston (Star Trek "superfan")
1932-2009

**Stan Winston (director/special
effects wizard)**
1946-2008

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