

The Northwest Science Fiction Society Proudly Presents

NORWESCON 32

April
09 - 12
2009



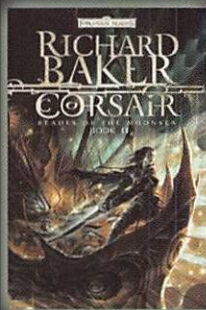
LOCKWOOD

Annual Northwest
Science Fiction &
Fantasy Convention

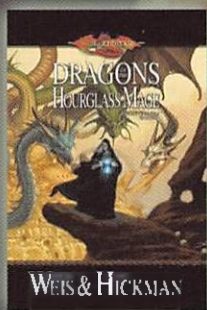
SOME OF THE MOST EXCITING ENCOUNTERS

HAPPEN BETWEEN
GAME SESSIONS

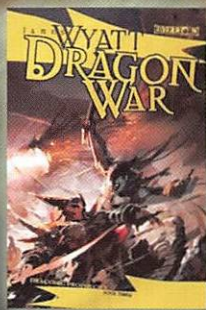
Follow bold heroes on epic quests set in your favorite fantasy world. Explore the Forgotten Realms, Eberron, Dragonlance, guided by some of the best authors, and immerse yourself in adventure that will inspire you to tell stories of your own.



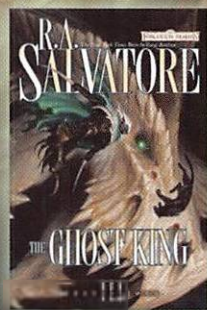
Corsair
Blades of the
Moonsea, Book II



*Dragons of the
Hourglass Mage*
The Lost Chronicles,
Volume III



Dragon War
Draconic Prophecies,
Book Three



The Ghost King
Transitions Series,
Book III

**DUNGEONS
& DRAGONS**



wizards.com/books

The Northwest Science Fiction Society proudly presents

NORWESCON 32

The 32nd Annual Northwest Regional Science Fiction & Fantasy Convention

things that time forgot



WRITER

GUEST OF HONOR

R.A. Salvatore

ARTIST

GUEST OF HONOR

Todd Lockwood

SPOTLIGHT

PUBLISHER

Wizards of the Coast

SPECIAL

GUEST

Geno Salvatore

COVER |

BACK COVER

Todd Lockwood

PRINTED BY



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the Northwest Science Fiction Society

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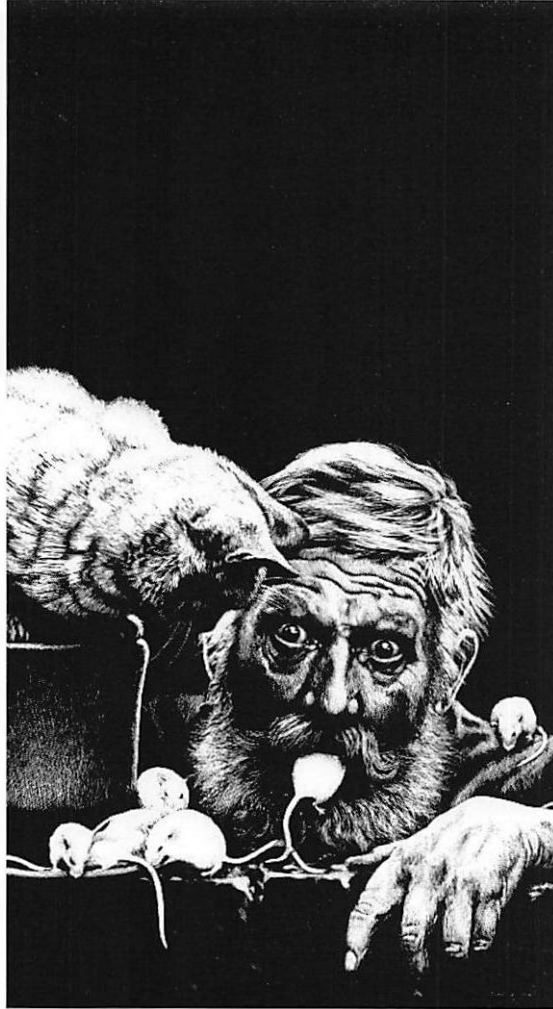
TABLE OF CONTENTS

- 2 Philip K. Dick Awards
- 4 Letter from the Chairman
- 5 Illustration: **Todd Lockwood**
- 6 Guests of Honor photos
- 7 Guest of Honor **R.A. Salvatore**
- 9 Artist Guest of Honor **Todd Lockwood**
- 1 2 Publisher Guest of Honor **Wizards of the Coast**
- 1 3 Special Guest **Geno Salvatore** by Joe Biographer
- 1 4 Professional Panel Members Part One
- 3 1 Artist Gallery
- 3 6 Illustration: *Twilight* by **Todd Lockwood**
- 4 4 Professional Panel Members Part Two
- 5 6 Professional Panel Members Late Adds
- 6 2 In Memoriam
- 6 7 Artist Gallery
- 6 8 Norwescon 32 Convention Committee
- 7 0 Norwescon 32 Members

Black & white spot illustrations: **Todd Lockwood**



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The Philip K. Dick award is sponsored by the Northwest Science Fiction Society and the Philadelphia Science Fiction Society. The award ceremony is held each year at Norwescon. The award is presented annually with the support of the Philip K. Dick Trust for distinguished science fiction published in paperback original form in the United States.

Emissaries From The Dead by Adam-Troy Castro (Eos Books)

Fast Forward 2 Edited by Lou Anders (Pyr)

Judge by Karen Traviss (Eos Books)

Plague War by Jeff Carlson (Ace Books)

Terminal Mind by David Walton (Meadowhawk Press)

Time Machines Repaired While-u-wait by K. A. Bedford
(Edge Science Fiction And Fantasy Publishing)

We hope that you will join us Friday night in Grand 2 at 7:00 p.m. and be among the first to know who the winners are! There is no fee to attend and there are always a few nominated authors and special guests from the science fiction and fantasy community in attendance.

Philip K. Dick
award 2009

PAST
WINNERS

2007 Philip K. Dick Awards

Winner: *Nova Swing* by M. John Harrison
(Bantam Spectra)

Special Citation: *From the Notebooks of Dr. Brain* by Minister Faust (Del Rey)

2006 Philip K. Dick Awards

Winner: *Spin Control* by Chris Moriarty
(Bantam Spectra)

Special Citation: *Carnival* by Elizabeth Bear
(Bantam Spectra)

2005 Philip K. Dick Awards

Winner: *War Surf* by M. M. Buckner (Ace Books)

Special Citation: *Natural History* by Justina Robson (Bantam Spectra)

2004 Philip K. Dick Awards

Winner: *Life* by Gwyneth Jones (Aqueduct Press)

Special Citation: *Apocalypse Array* by Lyda Morehouse (Roc)

2003 Philip K. Dick Awards

Winner: *Altered Carbon* by Richard Morgan
(Del Rey Books)

Special Citation: *Dante's Equation* by Jane Jensen (Del Rey Books)

The award is presented annually with the support of the Philip K. Dick Trust

2002 Philip K. Dick Awards

Winner: *Mount* by Carol Emshwiller (Small Beer Press)

Special Citation: *The Scar* by China MiÉville (Del Rey Books)

2001 Philip K. Dick Awards

Winner: *Ship of Fools* by Richard Paul Russo (Ace Books)

Special Citation: *Divine Intervention* by Ken Wharton (Ace Books)

2000 Philip K. Dick Awards

Winner: *Only Forward* by Michael Marshall Smith (Bantam Books)

Special Citation: *Evolution's Darling* by Scott Westerfeld (Four Walls Eight Windows)

1999 Philip K. Dick Awards

Winner: *Vacuum Diagrams* by Stephen Baxter (HarperPrism)

Special Citation: *Tower of Dreams* by Jamil Nasir (Bantam Spectra)

1998 Philip K. Dick Awards

Winner: *253: The Print Remix* by Geoff Ryman (St. Martin's Griffin)

Special Citation: *Lost Pages* by Paul Di Filippo (Four Walls Eight Windows)

1997 Philip K. Dick Awards

Winner: *The Troika* by Stepan Chapman

Special Citation: *Acts of Conscience* by William Barton

1996 Philip K. Dick Awards

Winner: *The Time Ships* by Stephen Baxter

Special Citation: *At the City Limits of Fate* by Michael Bishop

1995 Philip K. Dick Awards

Winner: *Headcrash* by Bruce Bethke

Special Citation: *Carlucci's Edge* by Richard Paul Russo

1994 Philip K. Dick Awards

Winner: *Mysterium* by Robert Charles Wilson

Special Citation: *Inagebi* by Jack Cady (Ace)

1993 Philip K. Dick Awards

Winner: *Growing Up Weightless* by John M. Ford (Bantam Spectra) and *Elvissey* by Jack Womack (Tor Books)

1992 Philip K. Dick Awards

Winner: *Through the Heart* by Richard Grant (Avon)

Special Citation: *In the Mothers' Land* by Elisabeth Vonarburg (Bantam Spectra)

1991 Philip K. Dick Awards

Winner: *King of Morning, Queen of Day* by Ian McDonald (Bantam Spectra)

Special Citation: *Bone Dance* by Emma Bull (Ace)

1990 Philip K. Dick Awards

Winner: *Points of Departure* by Pat Murphy (Bantam Spectra)

Special Citation: *The Schizogenic Man* by Raymond Harris (Ace)

1989 Philip K. Dick Awards

Winner: *Subterranean Gallery* by Richard Paul Russo (Tor Books)

Special Citation: *On My Way to Paradise* by Dave Wolverton (Bantam Spectra)

1988 Philip K. Dick Awards

Winner: *400 Billion Stars* by Paul J. McAuley (Del Rey)

and *Wetware* by Rudy Rucker (Avon)

1987 Philip K. Dick Awards

Winner: *Strange Toys* by Patricia Geary (Bantam Spectra)

Special Citation: *Memories* by Mike McQuay (Bantam Spectra)

1986 Philip K. Dick Awards

Winner: *Homunculus* by James P. Blaylock (Ace Books)

Special Citation: *The Hercules Text* by Jack McDevitt (Ace Books)

1985 Philip K. Dick Awards

Winner: *Dinner at Deviant's Palace* by Tim Powers (Ace Books)

Special Citation: *Saraband of Lost Time* by Richard Grant (Avon)

1984 Philip K. Dick Awards

Winner: *Neuromancer* by William Gibson (Ace Books)

Special Citation: *The Wild Shore* by Kim Stanley Robinson (Ace Books)

1983 Philip K. Dick Awards

Winner: *The Anubis Gates* by Tim Powers (Ace Books)

Special Citation: *Tea with the Black Dragon* by R. A. MacAvoy (Bantam Spectra)

1982 Philip K. Dick Awards

Winner: *Software* by Rudy Rucker (Ace Books)

Special Citation: *The Prometheus Man* by Ray Faraday Nelson (Starblaze)

Things that time forgot

B U R B L I N G S F R O M T H E C H A I R

I am so excited to welcome you to Norwescon 32! It is the culmination of the loving labor of a creative, enthusiastic, talented group of people who give their time and skills to create an experience that we hope will be both educational and fun for all of our members. I am always overwhelmed by the amount of work done by our members to create Norwescon, and I hope you will take a moment to appreciate their hard work.

Looking back on Norwescon over the years, it is amazing to realize how much has changed, and how much has stayed the same. Our theme, Things that Time Forgot, brings to mind:

- 'Gofers' and 'the gofer hole.' Before we had radios, cell phones, and other forms of instant communication, we used runners to carry messages to and fro and to find people. We tried to keep 3 or 4 volunteers around the office for just that reason.
- 'Hall parties.' People would sit in the halls outside the parties, talking and drinking. When you walked down the hall you just stepped over legs and hoped you didn't miss! As the laws tightened, insurance went up, and hotel regulations changed, the hall parties slipped into memory.

- Meetings that lasted entire weekends! I don't think anyone misses those, but sometimes I miss the party atmosphere that began around dinner time and lasted until we fell asleep. The next morning we would get back to work. Of course our committee was only about 20 people back then. It would be a lot harder to do that nowadays with committees of 60+!
- Free parking! Dang, I wish we had that back! This hobby is expensive!

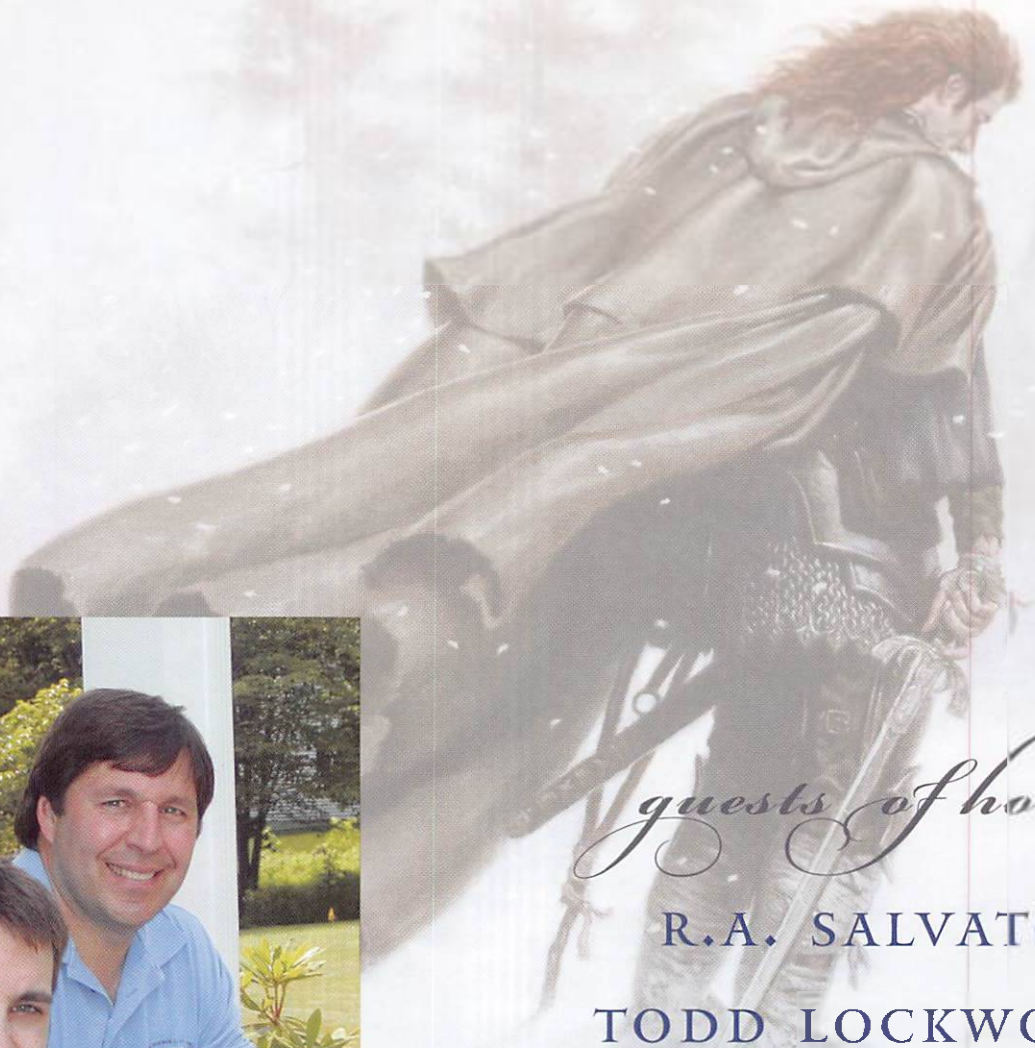
Of course, some things have gotten better over the years. Our Masquerade is one of the best, the dances are a marvel of sound and light, and our constantly improving Registration program has significantly reduced the amount of time spent in line. The evolution of registration has gone from 3 x 5 cards laid out on the floor to being a process whereby our programming team interacts online with our guests and pros. Yay for computers!!

No part of Norwescon — program, pros, guests, membership, and team, — stands alone. It is a marvelous interweaving that creates a living organism that grows and changes from year to year. Nurture your community. Encourage and support our volunteers, our artists, our vendors, our guests, our panelists and each other. We come together to share in something wonderful.

BECKY CITRAK
Norwescon 32 Chairman
chair@norwescon.net



"KISS" BY TODD LOCKWOOD FROM WIZARDS OF THE COAST'S
MAGIC THE GATHERING COLLECTIBLE CARD GAME



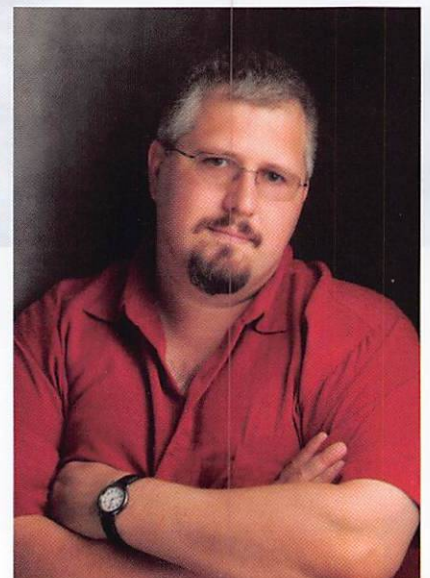
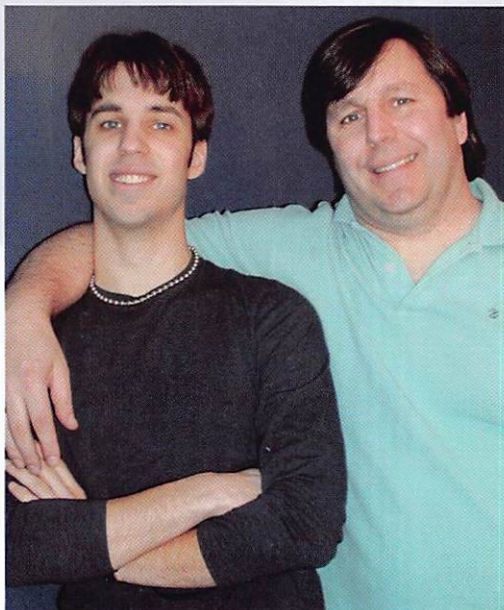
quests of honor

R.A. SALVATORE

TODD LOCKWOOD

WIZARDS OF THE COAST
represented by Rich Baker

GENO SALVATORE



R.A. Salvatore

WRITER GUEST OF HONOR

Lewiston, Massachusetts is known for four things: Johnny Appleseed, a thriving plastics industry, Robert Cormier, and *New York Times* bestselling author R.A. Salvatore. With over eleven million books sold in the U.S. alone, and nearly fifty novels to his credit, twenty-five of them *New York Times* bestsellers, Salvatore has become one of the most important figures in modern epic fantasy. A lifelong resident of Massachusetts, R.A. Salvatore began writing shortly after receiving his Bachelor of Science degree in Communications/Media from Fitchburg State College. While working in a plastics factory and as a bouncer in a local nightclub, he penned his first manuscript for *Echoes of the Fourth Magic* in 1982.

His first break came in 1987 when TSR, publisher of *Dungeons & Dragons*, offered him a contract based on a proposal for the *Forgotten Realms* shared-world setting. Bob's first published novel, *The Crystal Shard*, was released in February of 1988 and climbed to #2 on the Waldenbooks bestseller list. By 1990 his third book, *The Halfling's Gem*, had made the *New York Times* bestsellers list.

With a contract for three more TSR books, and with his first novel and its sequel sold to Penguin, Bob remembers, "it seemed like a good time to quit my day job." Salvatore spends a good deal of time speaking to schools and library groups, and encouraging people, particularly young people, to read. With the zeal of a religious convert, he talks about the virtues of reading and the ultimate appeal, "It's fun."

As a youngster he was an avid reader and writer, but in middle school he lost interest in reading because the texts he was required to read had no "relevance to my life." He remembers his return to reading when he was in college. "The blizzard of 1978 shut down my college for a week. My sister Susan had given me a copy of J.R.R. Tolkien's *The Hobbit*, which I read while housebound. When I got back to school, I changed my major from math to communications."

Salvatore spends a good deal of time speaking to schools and library groups, and encouraging people, particularly young people, to read.

He is currently writing the next installment in *The World of Corona* series, *The Dame* (summer 2009) as well as working on the next novel in *The Stone of Tymora* series for Mirrorstone with his son, Geno Salvatore.

In addition to his novels, he is working with 38 Studios, LLC. as Creator of Worlds for their first game project. R.A. makes his home in Massachusetts, with his wife, their dogs: Oliver, Artemis and Ivan; and two elderly cats. His gaming group of 26 years still meets on Sundays to play *Dungeons & Dragons*. His hobbies include softball, travel, music and playing video games.



Todd Lockwood

ARTIST GUEST OF HONOR

Todd Lockwood was born and raised in Boulder, Colorado, a child of the sixties to be sure, and was educated at the Colorado Institute of Art. Graduating in 1981, he spent the next fifteen years toiling in relative obscurity in the world of advertising, painting beer cans and satellite dishes and other mind-numbingly boring things. In 1990, when an agent in New York chewed him out for being hospitalized, he started to plot his escape.

In 1994, he attended his first Science Fiction and Fantasy convention, in Winnipeg, Ontario, just to see if he could make some contacts with the people that did the "interesting work." A door was opened that would lead to a staff position at TSR, the makers of the popular role-playing game *Dungeons & Dragons*. Over the next seven years, he built an impressive body of fantasy images, and helped to redefine the look of the popular *Dungeons and Dragons* game for the *Third Edition* release. His work has been honored with multiple appearances in *Spectrum* and the *Communication Arts Illustration Annual*, twelve Chesleys, two prestigious World Fantasy Art Show awards, and numerous industry awards. Now he finds himself, his wife and three children in Washington state, freelancing again, but doing the kind of work he enjoys, with fans all over the planet. His first art book, *Transitions*, from *Chrysalis Books* (U.K.), was released in September of 2003. You can see more of his work at his website, toddlockwood.com

longer
Bio

When Todd Lockwood attended his first Science Fiction and Fantasy convention, in Winnipeg, Ontario, a door was opened that would lead to a staff position at TSR, the makers of the popular role-playing game *Dungeons & Dragons*. Over the next seven years, he built an impressive body of fantasy images, and helped to redefine the look of the popular *Dungeons & Dragons* game for the *Third Edition* release. His work has been honored with multiple appearances in *Spectrum* and the *Communication Arts Illus-*

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Todd Lockwood creates his images with a mystic combination of acrylics, oils, Corel Painter, Photoshop, blood, epithets, secret incantations, and beer. His designs involve images derived from fantasy and science fiction, fantasy role-playing games, his dragon fetish, years of playing *Dungeons & Dragons* and playing with mother nature, his love of mythology and the transformations of myth in religion, a profound distaste for advertising, and beer. In his work, he attempts to make the unreal believable, the believable unbelievable, the real unreal... wait a minute... that's getting silly.

Um...

He loves to paint dragons, beautiful women, monsters, heroes, creepy things, and things that make you think... or squirm. After fifteen years in advertising, the realms of the fantastic that populate his art now are all a joy by comparison. He loves his work. He is also disturbed by writing about himself in the third person.

...for about
the next five
years, I was
the "Satellite
Dish Guy."

even longer bio

I was born and grew up in Boulder, Colorado. I had the Rocky Mountains in my backyard, and I got to see the "summer of love" through the eyes of an eleven year old in a college town. I watched *Lost in Space* in the third grade, when G.I. Joe was new, and *Star Trek* after that. Ray Harryhausen's movies were favorites. Needless to say, Science Fiction and Fantasy consumed my childhood. Later, in my teens, I discovered Tolkien's *Lord of the Rings*, and *Dungeons & Dragons* not long after. I've been role playing for 25+ years! As an adult I became fascinated with Mythology, particularly transformative mythology and the hidden meanings of Myth. Joseph Campbell is a hero of mine for his thoughtful and thorough exploration of the World's Myths.

I started drawing before I was two, or so I am told. Drawing was my main recreation throughout my childhood. After high school, I went to the Colorado Institute of Art in Denver. It was primarily a design school, but taught all of the important basics, if only to a minimal degree. The first year and a half after graduating from CIA I was a designer, not an illustrator. I left to pursue illustration and became my own teacher, which means that my teacher was an idiot. I would say that the artists who influenced me most, more or less in order of degree, were Michael Whelan, Frank Frazetta, NC Wyeth, Walt Disney, Spike Jones, my dad, Brom, and Jeff Easley. In '84 and '85 I did a string of relatively fun covers for *Satellite Orbit* magazine, a sort of TV guide for people who owned satellite dishes. They appeared in *Communication Art's Illustration Annual*, which was very prestigious and a cool honor. But after that, for about the next five years, I was the "Satellite Dish Guy." Any time anyone on the planet needed a painting of a satellite dish, they called me. That was when I first started plotting my escape from advertising. It took another twelve years to succeed...

I didn't really start to excel until I began to work on Sci fi covers for Asimov's and Analog. I learned more from going to three year's worth of conventions and hanging out with other artists than from my schooling and the entire previous twelve or so years of my career. I did it the hard way. Get a good education up front. It was at conventions, particularly Dragon Con, that I met the people who would eventually open the door for me. One thing led to another, and suddenly I was moving my family to Illinois, across the border from

Good Lockwood

Lake Geneva, Wisconsin, where I was the newest member of TSR's art staff. It was a skinny little window of opportunity that opened for the briefest moment. I dived through. Later, Wizards of the Coast bought TSR and rescued us from the midwest, which I loathed (if you're from the midwest... I'm sorry, truly sorry). I like the state of Washington a great deal.

I have had so many high points since I started with TSR I couldn't possibly pick one. Various Guest of Honor stints, trips to Germany and Amsterdam (oh what a fine town that is!), friends made from all over the world, the satisfaction of painting works that people actually WANT to look at, even buy... It's all gravy. I'm still living the highlight, I hope, though designing the look and feel of *Third Edition Dungeons & Dragons* would probably be the kicker. How could I possibly have more fun than designing dragons for *D&D*? I've played the game for twenty-plus years, so fixing the broken places and revamping the image was too much fun. I am very lucky, and very happy in my work.

I'm neurotic. I obsess. I despise lies, duplicity, laziness, lack of moral character, barking dogs, waste. I love sunsets and skies in general, quiet forests, complex rock like Afro Celt Sound System, folk music, mythologies, well-sculpted bodies, my wife Rita and Aubrey, Tyler and Caitlin, cats (I miss you, Spook!), good food, exotic cultures, philosophy, mountains.

I have a fantasy world in my basement. I just go behind the water heater, knock on the wall, and go to a land of unimaginable breadth and beauty. It's full of dragons and other beautiful and horrible things. It's very convenient. Transporting it across twelve states was a trick, though.



Wizards of the Coast

SPOTLIGHT PUBLISHER

Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., are a leader in entertaining the lifestyle gamer. Founded in 1990 by Peter Adkison (wizards.com/Default.asp?x=aboutus/founder), Wizards of the Coast rose to prominence in the hobby games market on the strength of the innovative and revolutionary trading card game (TCG) *Magic: The Gathering* (wizards.com/magic), the first game of its kind and the progenitor of a worldwide phenomenon in gaming. In 1997, the company was granted an exclusive patent on trading card games and their method of play. Also in 1997, acquisition of the acclaimed *Dungeons & Dragon* roleplaying game (RPG) (wizards.com/Default.asp?x=dnd/welcome) cemented Wizards' role in the hobby games industry.

The transfer to Wizards of the Coast of the half-century old Avalon Hill strategic board game line (wizards.com/Default.asp?x=ah/welcome) from Hasbro, Inc., further bolstered Wizards' stable of iconic brands. Wizards launched into collectable prepainted plastic miniatures games in 2003 with the release of *Dungeons & Dragons* miniatures (wizards.com/Default.asp?x=dnd/minis). This category of games proved to be a growth area for Wizards, and a licensed *Star Wars* line (wizards.com/default.asp?x=swminis) was added in 2004, *Axis & Allies* World War II miniatures game (wizards.com/Default.asp?x=ah/prod/aam) in 2005 and most recently *Dreamblade* Miniatures in 2006.

Not only the leader in game-based entertainment properties, Wizards of the Coast is also a publisher of fantasy and multigenre speculative fiction. The Wizards book publishing division (wizards.com/default.asp?x=books/wizards) has produced hundreds of titles that have sold millions of copies in over 16 languages.

Represented
by Rich
Baker

Geno Salvatore

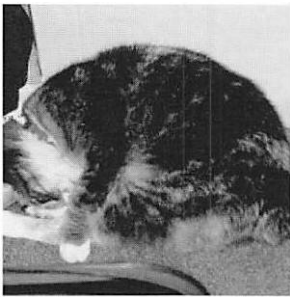
SPECIAL GUEST



FEMALE
BARBARIAN ♀
LOONWOOD
8-16-99

Geno Salvatore has collaborated on several R.A. Salvatore projects including *Fast Forward Games*, R.A. Salvatore's *The DemonWars Campaign Setting* and R.A. Salvatore's *The DemonWars Player's Guide*. He co-authored R.A. Salvatore's *DemonWars Prologue*, a *DemonWars* short story that appeared in the comic book published by Devil's Due Publishing. He is a recent graduate of Boston University and lives in Massachusetts.





MARIO ACEVEDO
CAN'T ATTEND, SO ENJOY
LULU THE MANX



ALEXANDER, ALMA

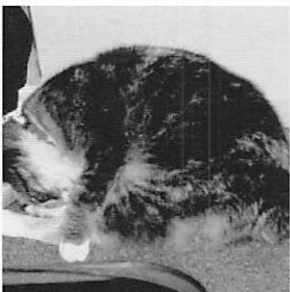
professional panel members



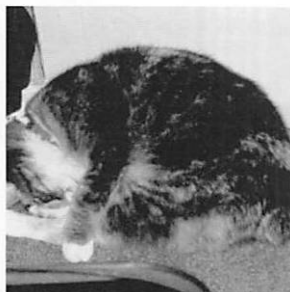
MATT BAMBERGER



DONNA BARR



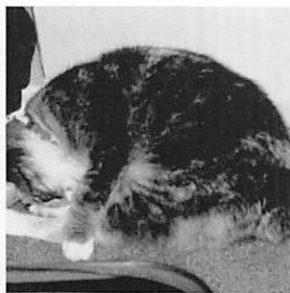
WOLFGANG BAUR
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



MH BONHAM
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



MOLLY BOONE



JANET BORKOWSKI
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.

ACEVEDO, MARIO

Mario Acevedo writes the *Felix Gomez*

vampire detective series for Los Harper

Mario regrets he cannot attend Norwescon 32.

... novel.

Jailbait Zombie, it's an undead smack-down

between Felix and his most dangerous

nemesis yet—a zombie trinitator.

ALEXANDER, ALMA

Alma Alexander is a Pacific Northwest novelist who writes for both grown-up audiences (*The Hidden Queen*, *Changer of Days*, *The Secrets of Jin Shei*) and YA audiences (the *Worldweavers* trilogy, *Gift of the Unmage*, *Spellspam*, *Cybermage*). Her work has been translated into fourteen languages worldwide, including Hebrew, Turkish and Catalan. She is currently at work on a new series of alternate history novels with roots in Eastern Europe. She lives in Bellingham, Washington with her husband, two cats, and assorted visiting wildlife. Visit her website at www.AlmaAlexander.com, or her LiveJournal blog at: anghara.livejournal.com

BAMBERGER, MATT

Matt Bamberger's long and sordid history of unorthodox scientific research need not concern us here. Suffice it to say that despite a small number of unfortunate incidents, the great majority of Matt's genetically engineered creations have been entirely harmless.

During those times when the climate in his laboratory is not conducive to research, Matt works as a computer programmer. Most recently, he has worked on artificial intelligence and mobile phone projects. He is on the AI Risks Science Advisory Board of the Lifeboat Foundation and co-founded *Suspense Camp*, a Burning Man theme camp dedicated to full suspension rope bondage.

BARR, DONNA

Donna Barr is the author of the classic drawn book series *The Desert Peach*, *Stinz*, and *Bosom Enemies*. She is a long-time attendee of Norwescon, and has been part of everything from the masquerade to promotional skits to practical jokes. She has always been open to discussing ideas with upcoming writers and artists. She's becoming more of a techno-hick every year. Her website: donnabarr.blogspot.com

BAUR, WOLFGANG

Wolfgang Baur is a publisher, game designer, and writer, responsible for the *Dark Matter* RPG as well as *Kobold Quarterly*, a small but fierce magazine of D&D goodness. He wanders the Norwescon halls in human form.

BONHAM, MH ("MAGGIE")

MH ("Maggie") Bonham is the multiple award-winning author of some 30 books including six fantasy novels: *Prophecy of Swords*, *Rinestone of Teiwaz*, *Lachlei*, *Howling Dead*, *The King's Champion*, and *Serpent Singer and Other Stories* and one anthology: *WolfSongs I*. Her work has appeared in *Tales of the Talisman*, *Lorelei Signal*, *Kidvisions*, and anthologies such as *Four Bubbas of the Apocalypse*, *Houston, We've Got Bubbas*, *A Time To...*, and *Flush Fiction*. She is the editor of the *WolfSongs Anthology*.

In her copious amounts of spare time, she podcasts, races sled dogs, and practices shotokan and ninjitsu. She lives in the wilds of Montana with her husband, dogs, and a very bold cat. Visit her website at shadowhelm.net

BOONE, MOLLY

As the daughter of an avid Star Trek and general Sci-Fi fan, I think I was destined to eventually end up somewhere in fandom. I started going to Star Trek Conventions and making replica uniform costumes in high school. I was introduced to the Sci-fi cons, then to *The Seattle Knights*, renfairs, SCA and belly dance. As my diverse interests grew (belly dancing, acting, and stage combat), so did my costume closet.

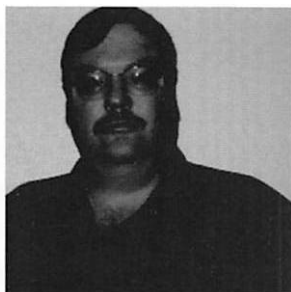
After many years of being nagged, I finally decided to try my hand at masquerade. After a couple of false starts and many years, I learned to apply my unique humor to masquerades. Now bearing the rating of Master, I continue to compete on the stage while working to corrupt the next generation of costumers for the enjoyment of all and sundry.

BORKOWSKI, JANET

Janet Borkowski is a costumer from Portland, who was found under a pink cabbage leaf, by her Mommy and Daddy who loved each other very much, or so she was told. One day when she was 23, she found herself in a wonderful fairyland populated by people dressed in beautiful costumes (and Klingons) and knew that even though she hadn't crossed over the rainbow, she had indeed found Home. She also claims to know Dave Tackett personally. Janet is a professional tarot reader at the *The Guiding Tree* in Portland.



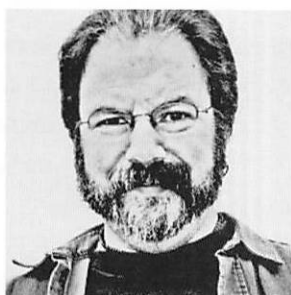
L.J. BOTHELL



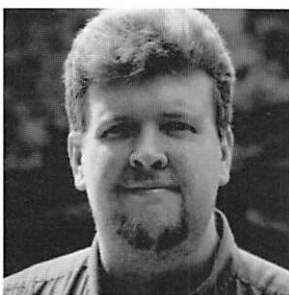
MIKE BRENNAN



JENNIFER BROZEK



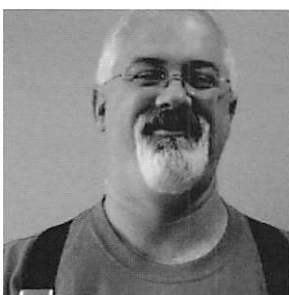
PHILLIP BRUGALETTE



JASON BULMAHN



DAVE BUTLER



RUSSELL D. CAMPBELL



ROB CARLOS

BOTHELL, L.J.

L.J. Bothell is a Seattle graphic designer/writer who has been involved with the independent press for over 15 years. She published/edited the *Heliocentric Net SF/F/H* magazine, the *Stigmata* anthology, and the *Writer's Network* newsletter. She has had a number of stories published and currently focuses on nonfiction.

BRENNAN, MIKE

Mike Brennan has come to embrace his inner science-nerd. He works as a Radiation Health Physicist for the State of Washington Office of Radiation Protection. He is a former submariner. He listens to filk. He reads, and now writes, science fiction. He is the author of several published pieces, and is currently working on *The Dark Sweetness Between the Stars*, a novel about intrigue, relationships, and the interstellar trade in chocolate.

BROZEK, JENNIFER

Jennifer Brozek, the creator and co-editor for the *Grants Pass* anthology (Morrigan Books, July 2009), is a freelance author for several RPG companies including *Margaret Weis Productions*, *Rogue Games* and *OtherWorld Creations*. She is also a freelance technical writer for Amazon.com. She has contributed to multiple RPG sourcebooks (*Dragonlance*, *Serenity*, *Castlemourn*, *Cortex*) and has co-authored three books (*A Player's Guide to Castlemourn* with Ed Greenwood, 2006; *Chill*, 3rd Edition with Mike Callahan, 2008; and *Dragonworld Adventures* with Margaret Weis, 2007). She is published in several anthologies and is the creator and editor of the semi-pro webzine, *The Edge of Propinquity*. When she is not writing her heart out, she is a loving wife to her husband, Jeff, and an indulgent 'mother' to their three cats. Read more about her at: jennifer-brozek.livejournal.com/

BRUGALETTE, PHILLIP

Born and raised in Brooklyn, New York, Phillip Brugalette moved to Southern California where he taught university level courses in film studies and creative writing. During this time, his original fantasy novel, *The Nine Gates* (1992) — a quest adventure based on the myths of ancient India — was published by TSR (now Wizards of the Coast.) Phillip relocated to Seattle in 2001, where he currently writes film reviews for the award winning Leisure Books sponsored Internet Horror and Dark Fantasy Magazine, *The Chizine*. When not reviewing films, Phillip is busily creating images for his digital photography studio: *Foto Fantastique*. His photography has won various awards and has appeared in several publications.

BULMAHN, JASON

Jason Bulmahn is the Lead Designer of Paizo Publishing, LLC. After having coordinated the world's largest organized play D&D campaign for the RPGA (*Living Greyhawk*), Bulmahn joined Paizo Publishing as the Managing Editor of *Dragon* magazine in 2004. Since then, Jason has published dozens of articles and adventures in *Dragon* and *Dungeon* magazines. His RPG design credits include *Dungeonscape*, *Elder Evils*, *Expedition to the Ruins of Greyhawk*, *Pathfinder Chronicles Gazetteer*, *Secrets of Xen'drik*, and the *Pathfinder Roleplaying Game*. His work has earned one *Origins* Award and nine *ENnies* awards.

BUTLER, DAVE

Dave Butler grew up in a household of older and more accomplished Artists, so felt no urge to join the art competition. Instead, he went into Math and Computers. Ironically he got into color science and now, working as a color scientist for Xerox, designs the color transforms which allow many artists to get the palette they wish to use on modern digital printers. He has both Patents and Trade Secrets. He has a great interest in Mythology and History, and for personal enjoyment, he and his wife make kites. Their kites have won top prizes at the National American Kiter Association Convention. To kite makers, this is the equivalent of a sf/fantasy artist winning a top prize at the Worldcon Art Show. He and his wife have also been art guests at a kite festival in Europe and have taught kite making across North America.

CAMPBELL, RUSSELL D.

Growing up Russell D. Campbell always liked to doodle and somehow he never stopped being creative. Maybe that means

he hasn't "grown up?" He works in pen/ink, color pencil and occasionally acrylic. His work is fanciful, often humorous, usually fantasy oriented. Just for good measure he occasionally lets a nightmare escape his mind as well. By day he plies the trade of software engineer. He's interested in green technologies, alternate energy sources, movies, books, and a wide variety of other things techies often enjoy.

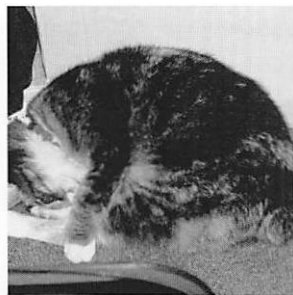
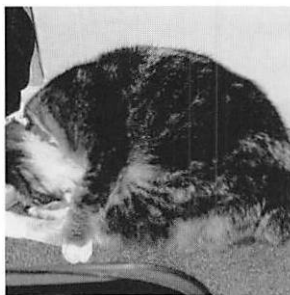
At conventions you may find him in panels, demos, wandering the Dealers' Room and in the Art Show. And if, in the evening, you see a fellow with a grey goatee, somewhat resembling a musketeer, carrying a large blue-ish drinking horn... say "hi!" and join him in the search for truth (or ale...).

CARLOS, ROB

Rob was found via his fledgling website (colorsmith.com) and was asked to do some paintings for the *Robert Jordan Wheel of Time TCG* in 1998.

The website has since become fairly extensive, and he has illustrated on and off for a number of fantasy role playing game publishers. Recently, *Add an Accent* has begun working with Rob to offer eleven of his dragons as beautiful pewter figurines. They have also started marketing his artwork on ceramic tiles.

In 2007, Rob started showing his work at local science fiction and fantasy and gaming conventions. He expended to national shows in 2008, winning a prize in the Dragon Con art show in Atlanta. Rob will continue to draw and breathe life into characters, monsters, and fantastical creatures for as long as they keep telling him their stories.

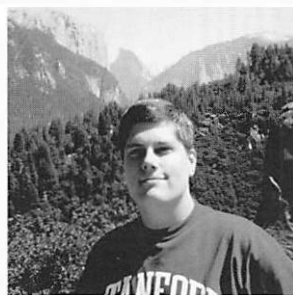


EVA-LISE CARLSROM
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.

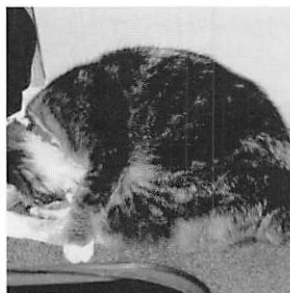
DOUG CARTER
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



BRIDGET COILA



ANDY COLLINS



GREG COX
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



H. ED COX



A.M. DELLAMONICA



STEVE DIXON



ELVEN
SORCERESS

DOUG CARLSON

IGOR KIVKON
AUGUST 4 '99

CARLSTROM, EVA-LISE

Eva is caring for a 100-year-old house, a thirteen-year-old, and a two-year-old daughter, and a one-year-old tutoring business. She will be happy to tell you all about any of them in as much detail as you will put up with. She will also happily play Zendo, Fluxx, or Nomic; have long conversations about memetics, psychology, and communication styles; or curl up in the corner with a book. She responds well to long words and puns. For information on one-on-one instruction in reading, writing, and math, please visit teachtoeach.com

CARTER, DOUG "DJ ETERNAL DARKNESS"

Doug "DJ Eternal Darkness" Carter has been one of Seattle's favorite DJs for 3 years running. Working nights, being goth, DJing, and gaming are his passions, and he sucks at writing bios.

COILA, BRIDGET

Bridget Coila is a cell and molecular biologist, fiction writer, journalist, and overall adventurer. Her secret headquarters is currently located in Beijing, China. Her cats are located in New Orleans. They are not happy about this arrangement.

COLLINS, ANDY

Andy Collins co-designed *4th Edition D&D* and currently works as the Development & Editing Manager for Roleplaying R&D at Wizards of the Coast, Inc. His professional design, development, and editing credits stretch back for more than a decade, including *Unearthed Arcana*, *Magic Item Compendium*, version 3.5 of the *Player's Handbook*, the *Star Wars d20 RPG*, and the *Gamma World* and *Dark•Matter* settings for the *Alternity RPG*. He lives in the Seattle area with his wife Gwendolyn Kestrel.

COX, GREG

Greg Cox is the New York Times best selling author of numerous novels and short stories. He has written the official movie novelizations of *Daredevil*, *Death Defying Acts*, *Ghost Rider*, *Underworld*, *Underworld: Evolution*, and *Underworld: Rise of the Lycans*. He has also novelized four DC Comics miniseries and has written books and stories based on such popular series as *Alias*, *Batman*, *Buffy*, *C.S.I.*, *Farscape*, *The 4400*, *Iron Man*, *Roswell*, *Star Trek*, *Xena*, *X-Men*, and *Zorro*. An alumni of Clarion West, he is also a Consulting Editor for Tor Books. He lives in Oxford, Pennsylvania.

His official website is: gregcox-author.com

COX, H. ED

H. Ed Cox lives in the Pacific Northwest enjoying the life of a freelance illustrator of Science Fiction and Fantasy. His work has appeared on novel covers, in *Dungeons & Dragons* books and collectible card games. He shares his warehouse studio with sculptor Rebecca Cox (rebass-art.com) where they collaborate and explore new ways to express the drama of human emotion in the art of painting and sculpture. The 82nd St. Industrial Arts Studio and Ed Cox House of Airbrush is open to the public at 8216 Pacific Avenue, S. Tacoma Washington. For a peek at Ed's work visit: EdCoxHouseOfAirbrush.com, EdCox.com and EdCox.epilogue.net

DELLAMONICA, A.M.

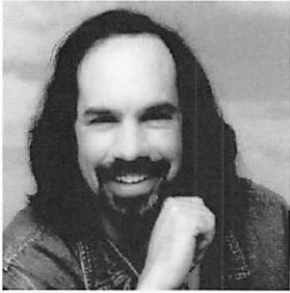
A.M. Dellamonica, author of the Sidewise Award nominated *A Key to the Illuminated Heretic* and Year's Best SF pick *The Town on Blighted Sea*, along with numerous other SF and fantasy stories, has published

fiction in Isaac Asimov's *Science Fiction Magazine*, SciFi.Com's *SciFiction*, and *Strange Horizons*, as well as numerous SF and fantasy anthologies. Her first novel, *Indigo Springs*, will be in bookstores in 2009. She has also been awarded a Canada Council for the Arts Grant for another work in progress, *The Wintergirls*. She teaches writing through the UCLA Extension Writers' Program. (uclaextension.edu)

Dellamonica's web site is at alyxdellamonica.com

DIXON, STEVEN

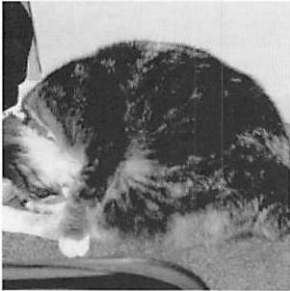
I have been involved in music since I started playing the cello in third grade, and involved with the filk community since 1989. I am a singer/songwriter and have performed at Northwest conventions both solo and with the groups: *The Stray Dog Band* and *A Little Knight Music*. I have also performed at numerous Renfaires with *The Seattle Knights*. 2008 was our seventh straight year performing at *The Seattle Scottish Highland Games*. I was also the Interfilk guest at FilkOntario in 1996. I am currently studying audio production at The Art Institute of Seattle and am in the process of creating *Strange Matter Productions*, my audio production company. I live in Marysville, Washington with my wife of 26 years, Jody, my daughter, Danica, my grandson ,Duvaekk (yes my daughter grew up in the convention world and is a little strange), and my other daughter Stephanie.



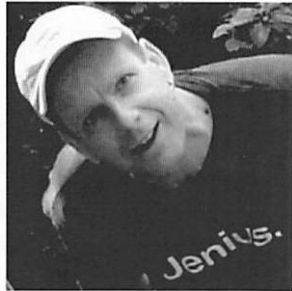
ANDREW DOLBECK



DARRIN DRADER
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



MICHAELA EAVES
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



MARK J. FERRARI



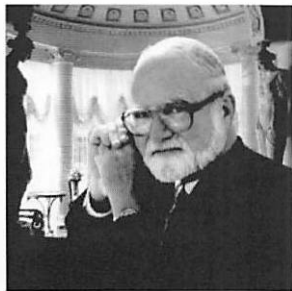
CRAIG FIGLEY



YASMINE GALENORN
CAN'T ATTEND, SO ENJOY
LULU THE MANX



MIKI GARRISON



JAMES C. GLASS

DOLBECK, ANDREW

Andrew Dolbeck is the author of the *Witch Seasons* novels, published by Windstorm Creative. His short story *The Gastropod Patriot March* was published in Rustycon's *Tales of the Slug* collection. He is also a playwright and actor.

DRADER, DARRIN

Darrin Drader produced several fan made materials prior to the release of 3rd edition D&D, which created an audience for his work early on. Once that edition hit, and thanks to the Open Gaming License, Darrin was able to apply his talent commercially. Ultimately his path crossed with Wizards of the Coast, whom he worked with in a freelance capacity for a number of years. He was one of the core talents involved with Bastion Press's *Oathbound* campaign setting, and he has cover credit on a number of WotC books alongside such professionals in the field as Christopher Perkins, James Wyatt, Sean K. Reynolds, Wil Upchurch, Ed Greenwood, and Owen K.C. Stephens.

Darrin now lives in Eastern Washington where he and his wife now raise their four children, two cats, and one dog in a place without traffic congestion problems or rain three hundred days out of the year.

EAVES, MICHAELA

Michaela Eaves traded her youth for three magic beans and some time in art school. Recent projects include design work for Catalyst/Fan Pro and some freelance illustration for private clients. She lives in Tacoma with the world's best rottweiler, where her hobbies include mountain biking and sarcasm. She likes gingersnap cookies and the smell of baking bread.

FERRARI, MARK J.

Mark has been a professional fantasy illustrator since 1987, working for Lucasfilm and Lucas Arts Games, ILM, Electronic Arts (EA), Chaosium Games, Amaze Entertainment, TOR, ACE, NAL, Doubleday Sci-Fi Book club, and many others. His attention has recently been re-directed to a long suppressed passion for writing.

first fantasy novel, *The Book of Joby*, published by TOR, was released on August 21, 2007. More info on this and other projects can be found at markferrari.com

Mark currently resides in Seattle, Washington, where he is hard at work finishing the next in a whole flock of novels, which have been circling the airport in his head for years.

FIGLEY, CRAIG

Craig Figley has been a Norwescon regular for more than 20 years, and a pro/panelist for more than 10 years. Professionally trained as a School Psychologist, he has worked with students of all ages since 1976, and has taught college-level Social Sciences courses through Spokane Falls Community College. In his free time he is an illustrator/graphic designer, and has been an award-winning artist at numerous Norwescons, and was also chosen as Art Guest of Honor for Rustycon in 1995. He looks forward to greeting old friends and new at Norwescon this year.

GALENORN, YASMINE

USA Today bestselling author Yasmine Galenorn writes urban fantasy for *Beckley*, both the bestselling *Otherworld/Sisters of the Moon* series for *Beckley* (*Witching Clock*), *Beckley* (*Prime Crime*), and eight nonfiction metaphysical books. With both *Darling* and *Dragon Witch*, she hit the extended NYT bestseller's list.

Yasmine has been in the Craft for over 28 years, is a shamanic witch, and describes her life as a blend of teacups and tattoos. She lives in Bellevue WA with her husband Samwise and their cats.

Yasmine regrets she cannot attend Norwescon 32.

Yasmine can be reached via her website (galenorn.com), via MySpace (myspace.com/yasminegalenorn), and via Live Journal (yasminegalenorn.livejournal.com) She is also the co-founder of the *Witchy Chicks* blog: (witchychicks.blogspot.com)

GARRISON, MIKI

Miki finally finished her PhD in epidemiology a few years ago, but she's not entirely sure what she's done since then, as the brain fog is just now starting to lift. Her research focuses on child development and mental health, the role that sleep plays in child development and behavior, and the benefits and harms of TV, video games, and computer use for kids. In the past, she's developed medical software and websites, taught every age from preschool through high school, and dropped rabies vaccine biscuits for coyotes and foxes from a plane flying across rural Texas.

GLASS, JAMES C.

James C. Glass is a retired physics and astronomy professor and dean who now spends his time writing, painting, traveling, and playing didgeridoo or native American flute. He made his first story sale in 1988 and was the Grand Prize Winner of *Writers of the Future* in 1990. Since then he has sold six novels and a short story collection, and over forty short stories to magazines such as *Aboriginal S.F.*, *Analog*, and *Talebones*. For details, see his web site (sff.net/people/jglass/).

He now divides his time between Spokane, Washington and Desert Hot Springs, California with wife Gail, who is a costumer and healing dancer.



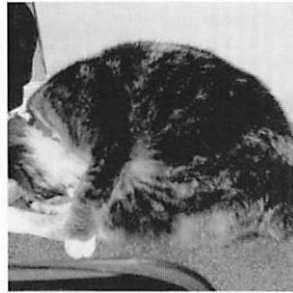
VICKI GLOVER



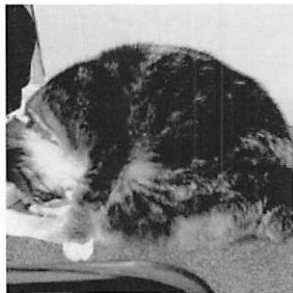
JOHN R. GRAY III



ROBERT GREY



HAROLD GROSS
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



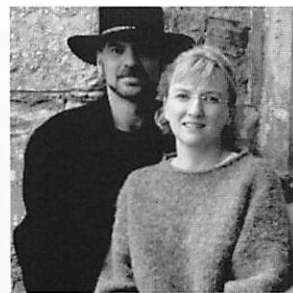
JULIE HAEHN
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



ED HEALY



RHIANNON HELD



BARB & J.C. HENDEE

GLOVER, VICKI

Vicki Glover has been an award-winning Northwest costumer ever since her hair has had silver in it. (Of course, this includes spray paint-anyone remember PSST Con II?) When she is not working on costumes, workshops, and other extravaganzas for the Beyond Reality Costumer's Guild, Beyondcon or other conventions, and community groups and theater, she spends time with her costume-loving cats (they must love costumes, as they keep trying to wear & eat them) and husband, who is not so costume-loving, and working her mundane job, which involves staring at a monitor & trying to figure out how to get the computer to do what she wants.

GRAY, JOHN R. III

John R. Gray III has been showing his artwork at convention art shows nationally since 1981. At these, he has received numerous awards, including: Best Fantasy, Best Color, Best Use of Humor and Most Unusual Concept. Publishing history includes book and cassette covers, a series of fantasy bookplates, CD-ROM fantasy clip art collections and illustrations in various convention program books and fan publications. He is also currently working as a luthier, building custom autoharps.

GREY, ROBERT AKA TUGGER

Currently trying to convert his recent degree in Forensic Technology into a well paying and exciting job, Tugger is continuing to remodel/rebuild his 100 year old Victorian era house, hit people with a stick alongside his SCA household, Clan Carn, while working full time, and trying to keep up with his lovely and brilliant 2+-year old daughter.

GROSS, HAROLD

Harold Gross has been writing solo and with partner Eve Gordon as Gordon Gross for many years, and has been published in *F&SF*, *Analog*, *Star Trek: Strange New Worlds III*, as well as the cookbook, *A Cup of Comfort*. Previous publications include *Meeting of Minds* in the anthology *Absolutely Brilliant in Chrome* and *Little House on the Accretion Disk* in *Aeon Speculative Fiction #1*. He was awarded top honors in the 2nd Annual *Phobos Fiction Contest* for *RUWattU8* in *Hitting the Skids in Pixel Town* and received an Honorable Mention for *Wreckage* from *The Year's Best Fantasy & Horror: 16th Ed.* Most recently, *The Wriggling Death* released as part of *The Subatomic Anthology 1: One Step Beyond* (Subatomic Books).

HAEHN, JULIE

Julie has worked as a professional gamer since 2001. In those years, she has been involved in a variety of aspects of the games business including board and card games, collectible card games, collectible miniature games, constructible strategy games, and now video games for the PC, Mac, DS, Mobile Phone, Handhelds, and other new and exciting platforms. Her roles in the development of games have spanned game design, play testing, game production, sales and marketing, and demo monkey. She also runs the amateur game design contest at KublaCon every year.

See also: "Julz is from... another dimension where things are shiny and fun. She has an enormously infectious smile and a terrific laugh. She has two hearts and a biological jetpack. She's been harrassed by the Benevolent Society of Elk Fondlers for years for reasons best left unsaid, and sometimes says "SCIENCE!" at annoyingly loud volumes. She knows some great stuff about games too." – Ogre

HEALY, ED

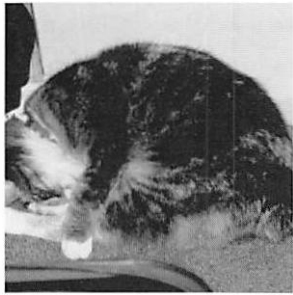
Ed jumped into the gaming industry feet-first in 1997 as one of the founders of Eden Studios. In 1999, he launched *The Forge*, a site in support of creator-owned games. As a freelancer, Ed has designed, written, edited and managed various gaming products. Ed is currently the Advertising Manager for *Kobold Quarterly* and *SLCN TV*. He also produces podcasts, including *Atomic Array* and *RPG Countdown*.

HELD, RHIANNON

When she's not working on her novel or short stories, Rhiannon is a real live lab archaeologist. The "lab" part means that her job of analysis begins when the others come back from playing in the dirt. The "real" part means that fedoras, bullwhips, aliens, and dinosaurs are in short supply. The non-stop excitement of helping her employer assure that developers are in compliance with federal and state cultural resource management laws somehow still leaves her imagination plenty of energy for creating and writing her own worlds.

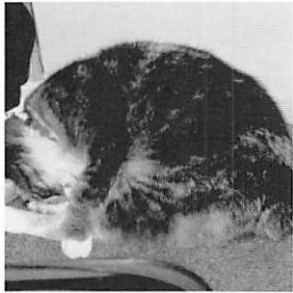
HENDEE, BARB & J.C.

Barb & J.C. Hendee live south of Portland, Oregon, about an hour from the coast. Barb's fiction has appeared in numerous genre magazines and anthologies. J.C.'s poetry, non-fiction, and short fiction have also appeared in many genre publications. Although they've worked together as a writing team before, the series and books of the *Noble Dead Saga* are their first novel-length collaborations (NobleDead.com). Barb is also the author of the *Vampire Memories* trilogy, beginning with *Blood Memories* (Oct. 2008 from Roc) (BarbHendee.com).



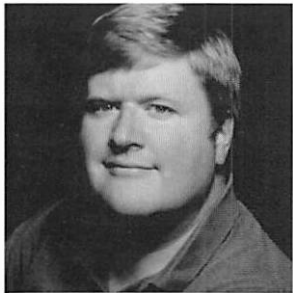
MARK HENRY
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.

JUDITH HERMAN



DOUGLAS HERRING
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.

JOSEPH HILL



JEFFREY HITCHIN

JEREMY HOLCOMB
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



BUTCH HONECK

JULIE HOVERSON
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.

HENRY, MARK

Mark Henry has been making crap up for as long as he can remember; so it should come as no surprise to anyone close to him that he's finally putting the poo to paper. Mark attributes his ideas to premature exposure to horror movies, and/or witnessing adult cocktail parties in the '70s and further skewed by surviving earthquakes, typhoons, and two volcanic eruptions. *Road Trip of the Living Dead*, the sequel to his first novel, *Happy Hour Of The Damned*, explores the mysterious, comical and often filthy world of sentient zombies. It's on shelves now.

HERMAN, JUDITH

Judith Herman has worked in the space program, the film industry, and the computer industry. Judith has three actual film credits: *War Games*, *Ice Pirates*, and *Buckaroo Bonzai*. She was also lucky enough to work on a small animation project with Moebius.

HERRING, DOUGLAS

Doug's first convention was LACon in LA in 1972, which was also the first show where his art was displayed. He has attended and displayed his work in at least one major SF convention annually since that time, and usually a whole lot more. Although he has worked in just about all of the "major" mediums, his life-long love has always been ink & watercolor illustration.

He worked as an artist/art director in the computer games industry for fifteen years, working happily on mostly genre titles. Before that, a long stint as an Art Director for a television station. He started his professional free-lance illustration career while still in high school; and he has done an eclectic range of book covers, story illustrations, story boards, sculptures, comics, and videos since that time.

Currently he has far too many projects for his own good. His art can be found on www.douglasherring.com, his Trek interests on www.animatedtrek.com, his interest in armor on www.fantasyhelms.com, and his photography on dougherring.com. He is also a member of the famed Northwest acting troop, *The Seattle Knights* (seattleknights.com).

HILL, JOSEPH

Joseph Hill was first introduced to costuming when he participated in a couple of L.A.R.P. events on the East Coast. When he won the Best Workmanship award at Norwescon 17 as a novice, the costuming bug had taken hold and it hasn't released him yet. By Norwescon 21 he had achieved Master Class status, which was mostly due to the use of embroidery and hand sewing in the making of costumes and banners. He can still be found working on some hand craft project, whether it be sewing, embroidery, or knitting maille. He credits his mother, Betty A. Hill, for teaching him the basics of sewing and thanks her for encouraging him to be creative, no matter what the art medium.

HITCHIN, JEFFREY

Jeffrey Hitchin is a local actor (member of AFTRA, AEA Candidate) who discovered filk in 1993 and has enjoyed making music ever since. Recently has been Officer Barrel in *Urinetown* (Second Story Rep in Redmond), Bazzard in *Drood* (Renton Civic Theatre) and Maud in *Bye Bye Birdie* (Village Theatre in Issaquah). He has also been in several episodes of the nationally syndicated radio series *Imagination Theatre*.

HOLCOMB, JEREMY

Jeremy Holcomb has been involved in game design for board and card games for over a decade. After years working with companies like Alderac Entertainment, Microsoft, and Clear Conscience Gaming, he has teamed up with other game design geeks to create his own board game design company: *Bucephalus Games*. Bucephalus published 20 new board games in 2008 and plans to release 40-50 new games in

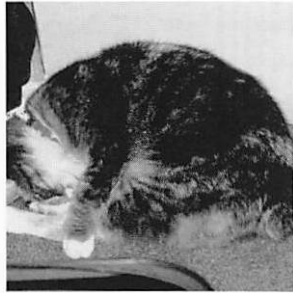
2009. Jeremy serves as lead designer on about half of these, and works to review and accept outside designers for the remaining games.

HONECK, BUTCH

Butch was born 11/5/40 in Ann Arbor, Michigan. He was in the US Navy in the Pacific. He worked as an auto mechanic and body repairman, and then went into business selling Mac Tools. In 1972 he broke his leg skiing, and started welding small sculptures to pass the time while his leg healed. He enjoyed it, and began selling at the Ann Arbor Art Fair and other outdoor shows around the country. He has sold at Worldcons both in the US and in Holland, Scotland, and Canada. Butch enjoyed mountain climbing and motorcycle racing. He climbed Mt. Rainier and raced at Daytona Beach. Honeck Sculpture is celebrating its 35th year in 2009.

HOVERSON, JULIE

Julie Hoverson, long known in Pacific NW fandom as a rabid dilettante, has been through phases of manic Gaming and Costuming and has now turned her mighty attention to the lush and wild field of audio drama. Her show, *19 Nocturne Boulevard*, debuted in October of 2008 to wild acclaim and is still going strong. (Just ask her, she'll tell you.)

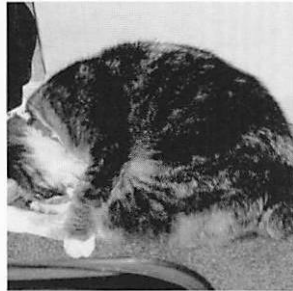


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GWENDOLYN KESTEL



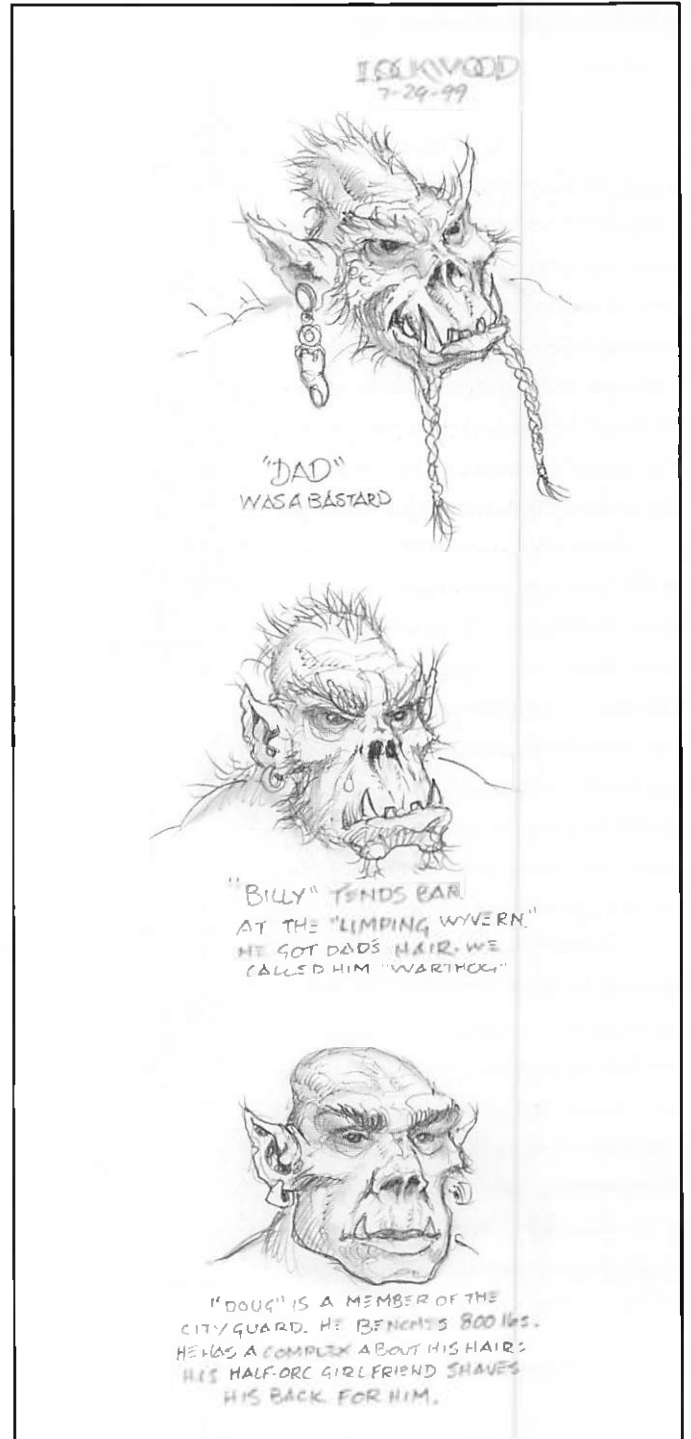
JOANNE KIRLEY



JIM KLING



WOLF LAHTI



JACKSON, BLUNT AKA BLUEJACK

Blunt Jackson, aka Bluejack, is Publisher of the *Internet Review of Science Fiction*, science fiction and fantasy author, and software development professional in Internet technologies. Bluejack lives in Seattle with Marti McKenna and their menagerie of ornery critters.

JACOBS, JAMES

James Jacobs is the Editor-in-Chief at Paizo Publishing, LLC, where he oversees the development of the *Pathfinder* line of role-playing products and the campaign world of *Golarion*, primarily through the development of a popular line of *Adventure Path* products that includes *Rise of the Runelords*, *Curse of the Crimson Throne*, *Second Darkness*, and most recently *Legacy of Fire*. He has served as Editor-in-Chief of *Dungeon* magazine, and has helped author several books for Wizards of the Coast, including *Hordes of the Abyss*, *Red Hand of Doom*, *Expedition to the Ruins of Greyhawk*, *Lords of Madness*, and the *Dungeon Master's Guide II*.

JOHNSON, RYAN K

Ryan K. Johnson is an independent filmmaker living in Seattle who has produced two dozen shorts ranging from parodies to thrillers. His best-known fan films are four *Doctor Who* pastiches with a female Doctor; *Star Trek: The Pepsi Generation*, and two *Mystery Science Theater 3000* productions, all of which are available from him on DVD at very little cost. He currently works as a cinematographer and video editor in Seattle, current work includes shooting videos for *Citysearch* and editing the documentary *Regnor Reinholdtsen: Where's The Money*. For the tenth year in a row he will participate in the Let's Make A Movie workshop to produce another cinematic masterpiece in only two hours. Visit his website to learn more: eskimocom/~rkj

KENOYER, RACHAEL

Rachael has recently returned to the University of Washington to earn a post-baccalaureate in comparative religions and international studies at the Jackson School. This, her two daughters, two spouses, and three cats keep her hopping. When not studying madly or playing Tickle Monster, Rachael knits to maintain her sanity.

KESTREL, GWENDOLYN F.M.

Gwendolyn Kestrel has played a wide variety of roles in the gaming industry. Previously, she's been Events Manager of GenCon, Origins, and several regional conventions, an editor of many D&D books ranging from 3E's *Oriental Adventures* to 4E's *Adventurer's Vault*. She's written several D&D game accessories including *Fane of the Drow*, *Expedition to the Demonweb Pits*, and monsters for various *Monster Manuals*. Non-D&D games include contributions to *d20 Past*, *Betrayal at House on the Hill*, and even *Star*Sisters*. Toward the end of 3E, she was the Freelance Manager, developing and mentoring new writers. Currently, she works with Live Search Editorial at Microsoft, but stays active in the gaming industry by doing freelance work and teaching classes on game design.

She runs a mean game of werewolf.

KIRLEY, JOANNE

JoAnne Kirley has been a professional costumer, designer and seamstress for over 30 years, and has owned and operated Costumes, Period (costumes-period.com/) for 26 years, in the Pacific Northwest. She's won Best in Show at Norwescon (and Alternacon) as well as NASFIC and other awards at Costume Con and Westercon. She has performed with *The Seattle*

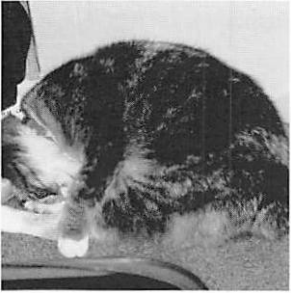
Knights, and currently is Entertainment Director at *Camlann Medieval Living History Festival*. Now with her new home at beautiful Dryad's Rest, even bigger plans are in the works, including workshops, video and movie filming, LARPing, exclusive events, retreats and other recreational/educational happenings...

KLING, JIM

Jim Kling writes about science and the future, but tries not to think too deeply about either topic as he resides near a dormant volcano. His work has appeared in *Scientific American*, *Science* magazine, *Technology Review*, *WebMD*, and newsletters of the Harvard Business School, among other places. He has also published three short science fiction stories in the scientific journal *Nature*. When he isn't writing, he enjoys gardening with native plants, herding sheep with his border collie, and running a sporadic *Call of Cthulhu* campaign. Visit his web site at nasw.org/users/jkling

LAHTI, WOLF

Wolf Lahti is a professional artist, cartoonist, editor, illustrator, photographer, and writer—and amateur everything else. He lives on six acres in the Pacific Northwest [not a typo] with half of a wolf, two and a half dogs, two cats, one horse, and one shaman. Wish him luck.



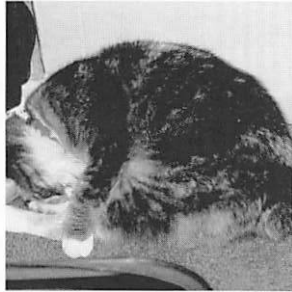
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"LEONARD" SANG TO
ME WHEN WE WERE
SMALL. HE WAS BUSHYBROWED
OUTSIDE A GAY BAR AND
WAS NEVER SEEN AGAIN...

"WARREN" LOOKS TOUGH, BUT
HE'S A BIG SISSY. IF YOU DONT
BELIEVE ME, GO DOWN TO
HIS HAIR SALON AND PICK
A FIGHT WITH HIM.

LEWIS, LARRY

Larry is a cartoonist (minicomix, comix, gag, editorial), illustrator (specializing in pencil and pen-and-ink), would-be writer (aren't we all?), and militant activist on transportation, planning, and environmental issues. He lives in Shoreline, Washington with his wife and a small anime character (son, Alex, 4 1/2).

LINNAEA, GRÁ

Grá Linnaea lives in an intentional community in the northwest. He is a graduate of the Clarion Writers workshop and is a recent winner of Writers of the Future. In his many working lives he has been a recording engineer, a composer, a counselor and a guitarist in a touring heavy metal band. He currently works as a graphic designer and teaches classes on how to be happy.

LOVELL, CHERIE

Cherie Lovell never got tired of dressing up for Halloween and has now turned it into a rapidly expanding 'hobby'. From her first costume she made when she was 12, to acting in high school plays, and costuming plays for college and community theater, she now focuses mainly on projects for herself and anyone else she can coerce into the vast collection of random 'costume bits' - including her brand new daughter!

MACEWEN, PAT

Patricia MacEwen is a physical anthropologist (translation: bone freak) with a sordid past in forensics and war crimes investigations. Current research centers on genocide and its anthropological framework. Chief hobby: Concocting interesting aliens on the basis of bizarre reproductive patterns already known to exist on this planet.

Currently getting quite overheated about global warming. She has previously published short stories and novellas in the sf, fantasy, horror and mystery genres in a variety of magazines and anthologies.

MANTCHEV, LISA

When not scribbling, Lisa Mantchev can be found on the beach, up a tree, making jam, or repairing things with her trusty glue gun. Her short fiction has appeared in venues like *Clarkesworld*, *Weird Tales*, *Fantasy Magazine* and *Strange Horizons*. Her YA fantasy trilogy, *The Théâtre Illuminata*, will be published by Feiwel & Friends with *Book One, Eyes Like Stars*, released in 2009. You can read more about it at her website (lisamantchev.com) or her LiveJournal (lisamantchev.livejournal.com)

MARIER, KATRINA

Hi, my name is Katrina Marier and I'm a trim-o-holic...After having watched (and admired) my friends create beautiful costumes, I dipped my toe into the world of beautiful fabrics, gorgeous trims, too many beads, glue gun (or is that iron) burns, pins meeting feet, Big Gulp-sized mugs of coffee, sleep deprivation...and haven't looked back since. One of my college majors was Art, and I experimented with many media during that time, which influenced my costuming - weaving, print-making, and calligraphy among others. I created my first costume for Westercon 52 (Norman riding habit), and have been sewing costumes and wearable art ever since. I have participated in (and helped backstage with) convention masquerades and Norwescon's single pattern contest.

MARSHALL, MISTY

Misty Marshall is a neuroscientist by training. She has done research in HIV, gene therapy, molecular mechanisms of memory, serotonin reuptake inhibitors, and neuronal calcium channels for her Ph.D. She is currently studying the immunological synapse in the department of Physiology at University of Saarland in Germany. She has been a fan of fantasy fiction from an early age and is always reading whatever cool new author is out and intriguing. When she is not sequestered in science, she can be found gardening, rock climbing, singing karaoke, dancing or out with friends (preferably at cons).

MARTIN, EDWARD III

Edward Martin III is an award-winning writer and filmmaker. His latest movies include adaptations of H. P. Lovecraft's stories *The Statement of Randolph Carter*, and *The Dream-Quest of Unknown Kadath*, the only COMPLETE adaptation of Tolkein's *The Lord of the Rings*, and *Flesh of my Flesh*, a live-action horror/thriller. He also wrote and directed *The Cosmic Horror Fun-Pak*, a sci-fi/horror movie anthology. He's currently developing a sci-fi series, working on some digital special effects, finishing a couple of animated shorts, and shopping around a script that recently placed for the prestigious Nicholl Fellowship, the Silver Screenwriting Competition, and the Austin Film Festival ...and some other stuff. Find him online at Guerrilla-Productions.org and join him and other filmmakers this year at the Let's Make a Movie workshop, which is more fun than a Class Nine Fun-O-Tronic device.

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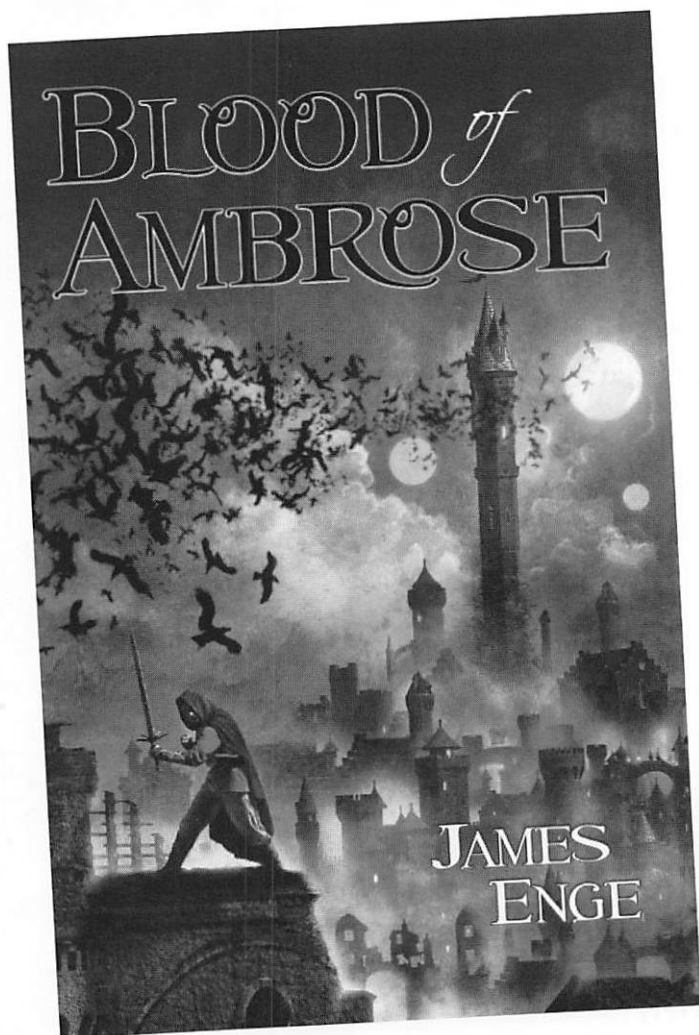
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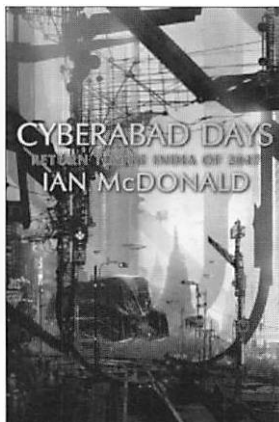
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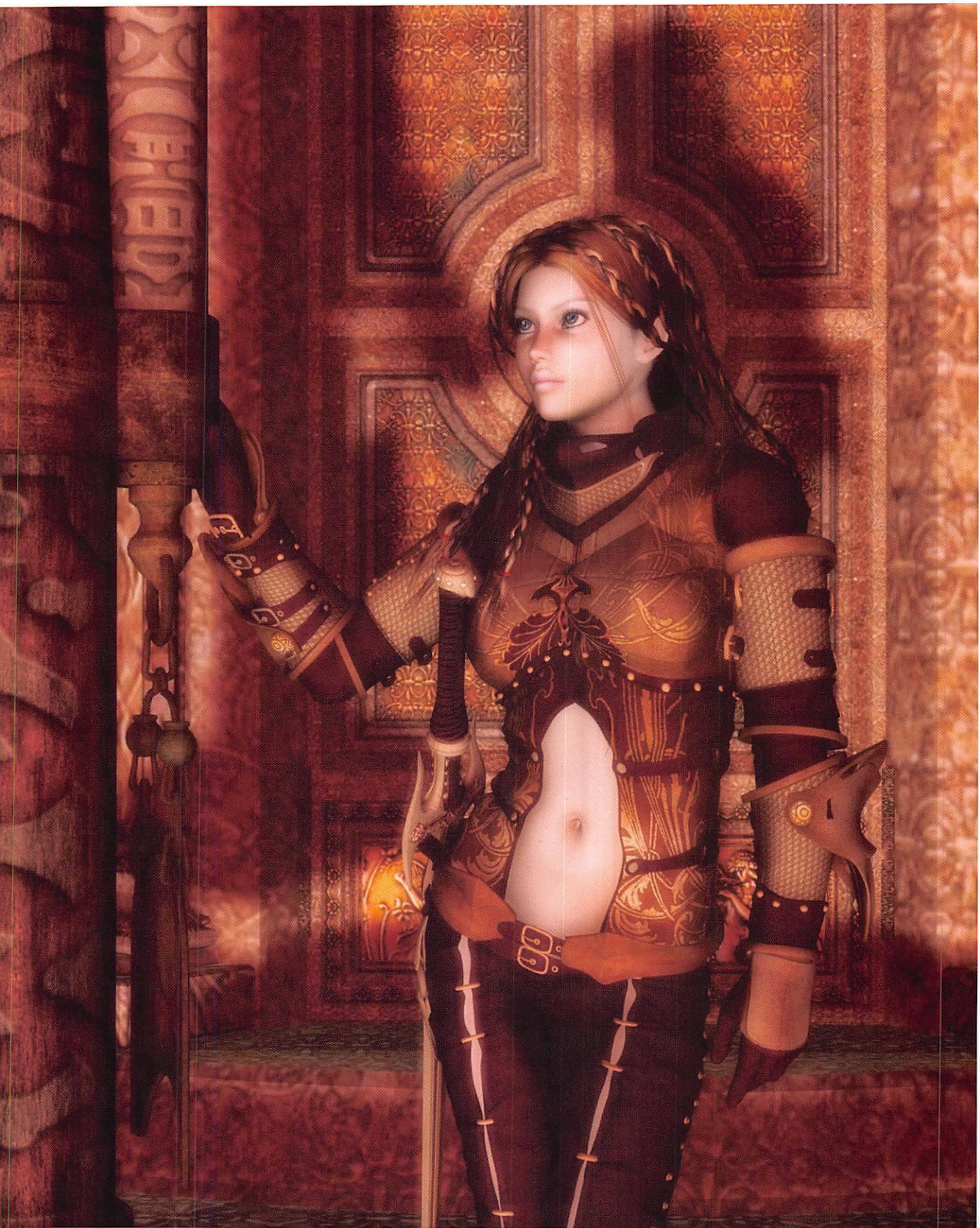
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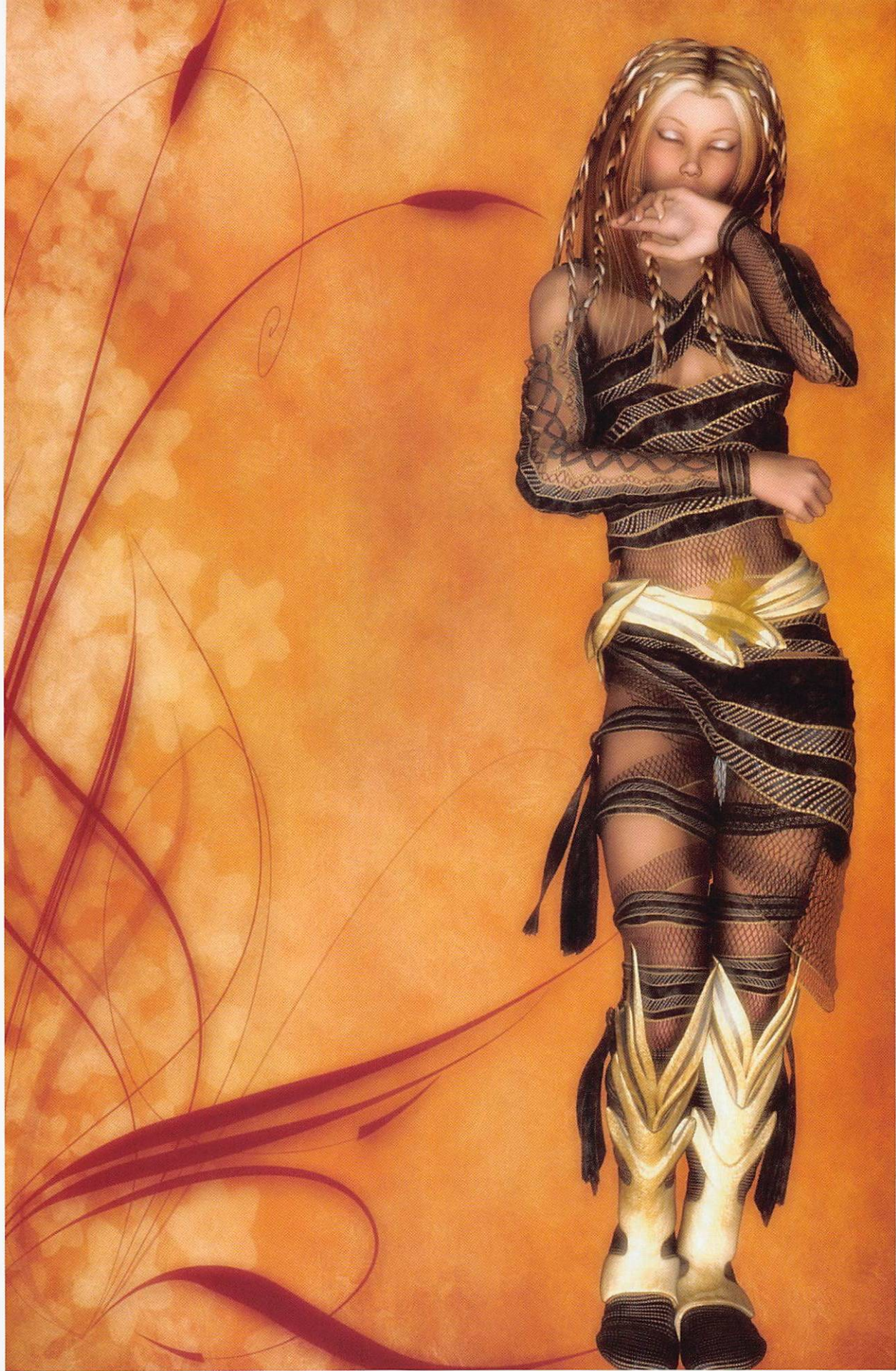
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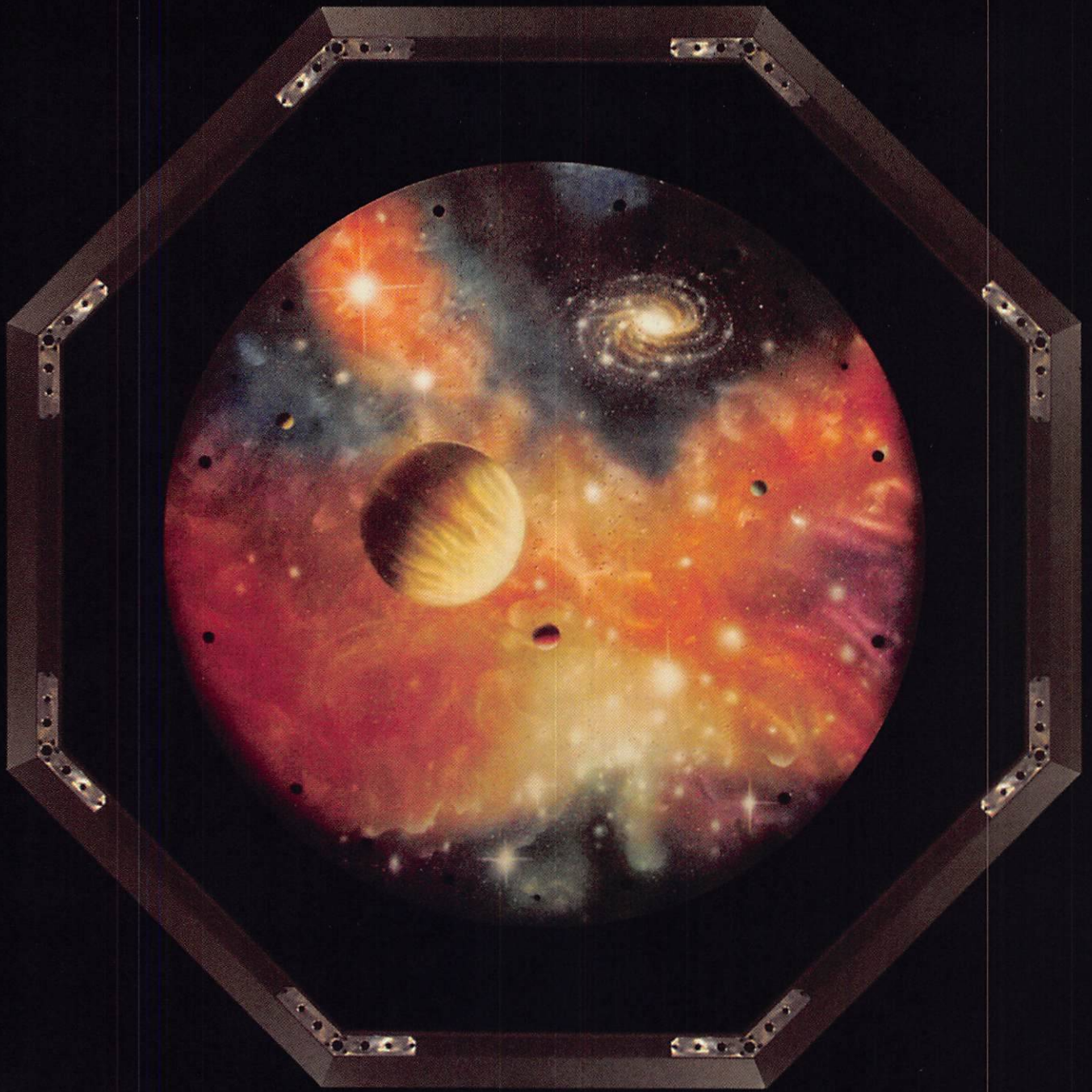
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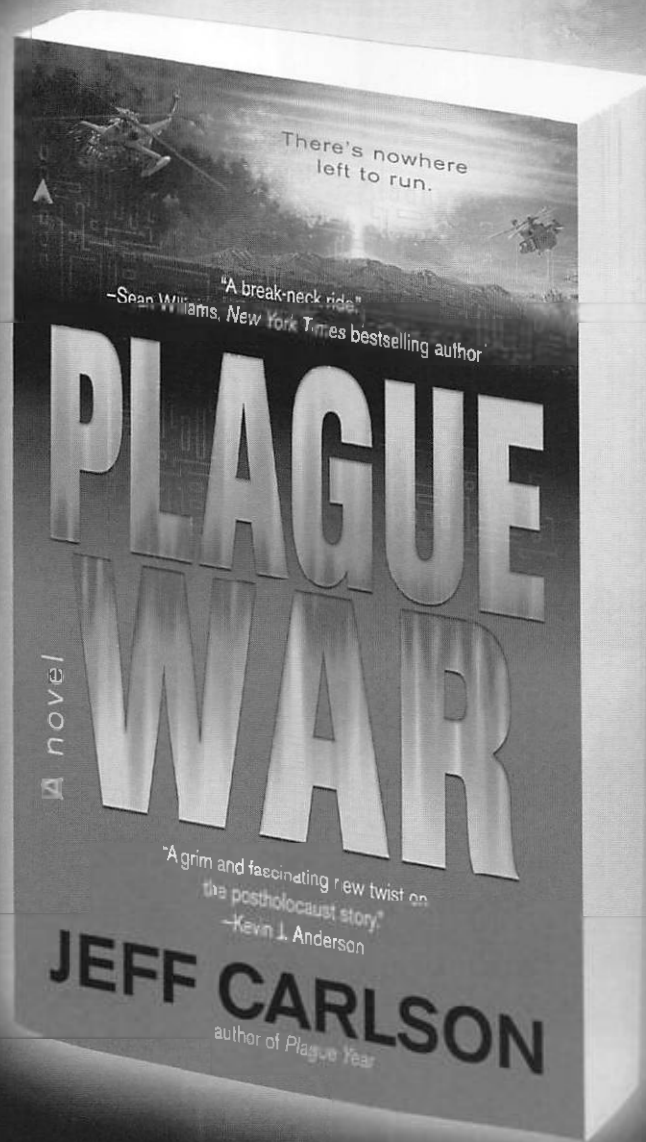
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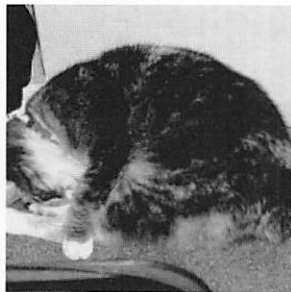
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JULIANA MCCORISON



RICHELLE MEAD



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DARRAGH METZGER



ERIK MONA



JOHN MOORE



ERIC MORGRET

MAZZANOBLE, SHELLY

Shelly Mazzanoble's short stories and essays have appeared in *The Seattle Times*, *Carve*, *Whetstone*, *Skirt!*, *SomeOtherMagazine.com*, and *Dragon*. In a fit of narcissism, she has appeared in her own work, casting herself as the lead in her play, *Blue Malls*, which was produced in Seattle's *Mae West Fest XIII*. Due to the anxiety dreams still plaguing her, she did not star, support or even understudy in her play, *The Chicken & the Egg*, which was produced in *Mae West Fest IV* and later Manhattant Theatre Source's *Estrogenius Festival*. Her book, *Confessions of a Part-Time Sorceress: A Girls Guide to the Dungeons and Dragons Game* published by Wizards of the Coast, was nominated for an Origins Award and won the 2008 Gold ENnies Award for Best Regalia. Originally from Upstate New York, she now lives in Seattle. Visit her website at shellymazzanoble.com

MCCORISON, JULIANA

Juliana has been active in the filk communities since 1981 and started the Pacific NorthWest's first Canadian Filk Con in 2001, Pondfilk. She met her husband, Douglas when he attended that first Pondfilk. After many years of dreaming and planning, 2008 saw the release of her first Studio Recording, "Not Just Lullabies from Planet Earth". In order to finish this project she had her basement renovated and a recording studio built and outfitted to permit quality production values and state of the art editing. Her old motto of "lead, follow or get out of my way" changed to "show me how to do it then I'll stop bothering you."

MEAD, RICHELLE

Richelle Mead is the New York Times and USA Today Bestselling Author of the YA series, *Vampire Academy*. She is also the author of two other urban fantasy series for adults, *Succubus Blues* and *Storm Born*, and has contributed to a number of anthologies. Her work has received honors from the American Library Association and praise from *Locus* and *Booklist*. Ms. Mead holds an M.A. in Comparative Religion and has a passion for all things wacky and humorous. When not writing, she can be found traveling, watching vintage Sci-Fi, and hoarding Kona coffee.

MEARLS, MIKE

Mike Mearls worked as a freelance writer and game designer for six years before going to work for Wizards of the Coast in June, 2005. At WotC, he worked on the D&D 3.5 *Player's Handbook II* and all three 4th edition core rulebooks. He also co-authored the three adventures in 4th edition's H series of adventure modules. In

addition to his work on D&D, he designed the *Iron Heroes* d20 RPG and supplements for *Vampire: the Masquerade*, *Feng Shui*, *Decipher's Lord of the Rings* RPG, and *Unknown Armies*.

METZGER, DARRAGH

Darragh Metzger makes her living in the world's two lowest-paying professions: acting and writing. While her resume includes stage and screen credits, she's spent most of the past several years wearing armor, riding horses, and swinging swords with *The Seattle Knights*. A long-standing member of Fairwood Writers' Group, her publishing credits include plays, non-fiction articles, and short stories, one of which made The StorySouth Millions Writers Award Notable Stories of 2005. She has written five--no, six--novels to date, is working on a non-fiction project, and sings and writes songs for *A Little Knight Music* and *The Badb*. If she had free time, she'd spend it with her horses. She is married to artist/fight director Dameon Willich.

MONA, ERIK

Erik Mona is the Publisher of Paizo Publishing, a leading publisher of roleplaying games, board games, and speculative fiction. He previously served as Editor-in-Chief of *Dragon* and *Dungeon* magazines, and has written numerous books and articles in the gaming field. He is the guiding force behind *Planet Stories*, Paizo's line of classic science fiction and fantasy trade paperbacks, and has a growing collection of pulp magazines from the 1930s and 40s. Mona's writing has been published by such companies as Wizards of the Coast, Green Ronin Publishing, and the MIT Press.

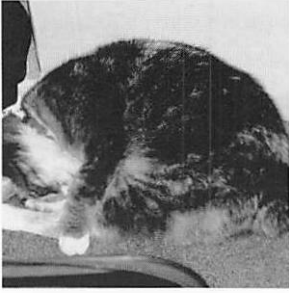
MOORE, JOHN

John Moore is a professional stage combat instructor/choreographer/performer with *The Seattle Knights*, who spends his free time being an actor, weapons smith, costumer, martial artist, singer, and dabbling in anything else that interests him, which covers a very wide field!

He makes his actual living as a stage-hand, building props and scenery for most of the major theatres in the Seattle area. John lives in West Seattle with his books and his houseful of sharp, pointy things. He co-directs and sings with the musical group, *A Little Knight Music*.

MORGRET, ERIC

Eric Morgret has directed and edited several film productions including the feature *Strange Aeons* and the short film *The Shunned House*. He is involved in numerous projects including Crypticon (the horror convention) and the Maelstrom International Festival of Fantastic Films. Eric is working with K.L. Young and Rick Tillman on *Radio Lovecraft*, a horror podcast and website focused on H.P. Lovecraft. He is also a co-owner of Maelstrom Productions, LLC.



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CHRIS PRAMAS



CHERIE PRIEST

MORTON, ANNIE

Annie Morton is currently the Education Director for Seward Park Audubon Center in Seattle and develops science and education programming for the center. Originally from East TN, Annie has traveled throughout the world and lived all over the US. Her expertise is in ecology and evolutionary biology with a main focus in zoology. If you've ever wanted to know why something evolved the way it did, she can help you find the answer. She can also give you the inside scoop on field biology techniques and practices and tell you many a funny story (in a terrifying way) of working with wild animals and people in the field.

NORDLEY, G. DAVID

G. David Nordley (pen name of Gerald David Nordley) is a retired Air Force officer, astro-engineering consultant, and writer of over 50 published works of nonfiction and short fiction, as well as a Mars-related story collection, *After the Vikings*, from Scorpiusdigital.com. His main interest is the future of human exploration and settlement of space, and he tries to keep his scientific background real. He has four Analog Anlab readers' awards, and a Hugo and a Nebula nomination. He lives in Sunnyvale California with his wife, a retired Mac computer programmer.

OBERQUELL, BRIAN D.

As you might expect from someone who keeps a bottle of blood in his fridge for emergency gigs, Brian is dedicated to dazzling his audiences. Whether it's crewing on Vancouver's renowned Celebration of Light annual fireworks competition, developing stage props for local television and theatre productions, or working as a creative mind/gofer/sometimes-actor for Norwescon's Let's Make A Movie, you can't overlook Brian's enthusiasm for participating in performance arts. Well, you could, but it's not a good idea... he doesn't like being ignored and he has access to materials that are almost as unstable as he is.

PARKER, LOREE

Through an endless series of increasingly odd coincidences, Loree grew up (if you take a liberal interpretation of the term) in the most accidentally politically-correct household in North America.

These days, she's a grateful Texas refugee, a professional Wireless Location Services and Network Nerd, an amateur fat activist, and a self-appointed expert with a

half-formed (or is that half-baked?) opinion on everything from politics to pain *au chocolat*. Equally as fond of lace and velvet as she is of power tools, she is also a living example of why you should never anger any woman who owns her own chainsaw.

Also, her sister is a monkey. Want proof? Ask her to show you the scars.

PAUL, MELKO

Paul's fiction has appeared in various magazines and anthologies. *Singularity's Ring*, his first novel, was released from Tor Books in February 2008 and a science fiction collection, *Ten Sigmas And Other Unlikelihoods*, was released from Fairwood Press in March 2008. His novella *The Walls of the Universe* was nominated for the Sturgeon, Nebula, and Hugo Awards in 2007. This became the basis for his second novel, *The Walls Of The Universe*, from Tor Books, February 2009.

PHOENIX, DEIRDRE

Deirdre is the extremely nerdy thirteen-year-old daughter of Mickey Phoenix. For years now she has been watching her father speaking on panels, but this will be her first con actually participating in any. She is usually busy doing various forms of art (painting, poetry, and playing violin in her school orchestra). Deirdre goes to the online school Washington Virtual Academy, though she takes orchestra at her brick & mortar school. A large quantity of her free time is taken up playing with her insanely adorable "little sister" Alex. Whatever not-so-copious free time she has left is taken up by reading (usually fantasy or other fiction). She is bi and probably poly.

She lives in the huge and happy communal house of the Metaphorest with her seven amazing housemates. Deirdre plans to have a great time at Norwescon and meet some great people!

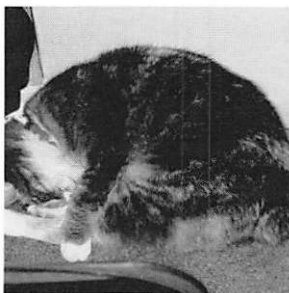
PRAMAS, CHRIS

Chris Pramas is a writer, game designer, and publisher who has worked in the hobby game industry since 1993. Best known as the designer of *Warhammer Fantasy Roleplay*, 2nd Edition and the creator of *Freeport*, he has also written for such games as *Dungeons & Dragons*, *Underground*, and *Feng Shui*. He is the founder and president of Green Ronin Publishing, and led the company to an unprecedented three year streak as Best Publisher at the *Ennie Awards*. Two years ago he delved into the world of computer games as well. Now he is the Creative Director at Flying Lab Software, in charge of the world and story of the *Pirates of the Burning Sea* MMO RPG. He lives in Seattle, and enjoys traveling, fine dining, and punk rock.

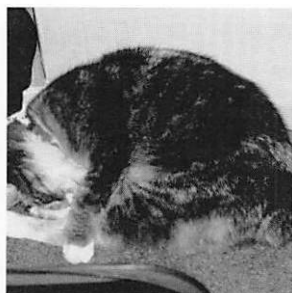
PRIEST, CHERIE

Cherie Priest is the author of *Four and Twenty Blackbirds*, *Wings to the Kingdom*, Endeavour Award nominated *Not Flesh*, *Nor Feathers*, and *Fabam* from Tor Books. Her articles have appeared in such fine publications as *Subterranean Magazine*, *Apex Digest*, and *Word Tales*.

Cherie regrets she cannot attend Norwescon 32.



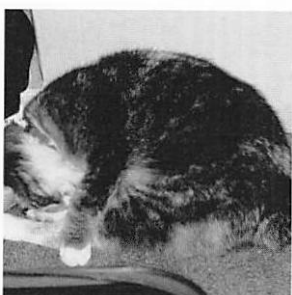
KAREN RALL
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



CAT RAMBO
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



SILVEN READ



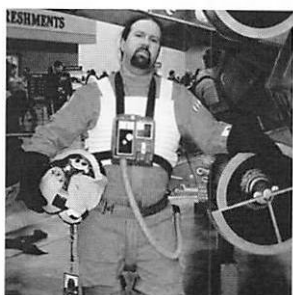
CARLTON RHOADES
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



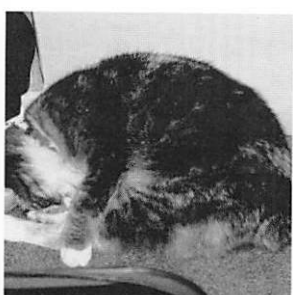
KAT RICHARDSON



MARY ROSENBLUM



BRANDER ROULETT



BETH RUNNERWOLF
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.

IGEKWOOD
7-29-99

MOM TRIED TO
KEEPER FACE
HIDDEN...

"BERNADETTE" TURNS
TRICKS DOWN AT THE
LEPER COLONY. SHE TELLS
THEM SHE'S A H&F-ELF, AND
THEY'RE SO DESPERATE, THEY
BELIEVE HER.

THATS ME, "DIRK".
IM A PALADIN

RALL, KAREN

Karen Rall entered Fandom over 20 years ago, and was rapidly pulled into hard-core volunteering, first on the operations side and then in programming. Over time, Karen's focus has shifted more to the SCA, especially marshalling and heraldry, and this now occupies many of her weekends. In her mundane life, Karen has spent most of her career as a social worker with high-risk families, but has recently moved to non-case carrying position in an attempt to rediscover a personal life, including more time for Celtic music, reading history and psychology books, following the space program, and playing with her feline children.

RAMBO, CAT

Cat Rambo's writing has appeared in such places as *Asimov's*, *Strange Horizons* and *Weird Tales*. Her collaboration with Jeff VanderMeer, *The Surgeon's Tale and Other Stories*, appeared in 2007, while a solo collection, *Eyes Like Smoke and Coal and Moonlight*, will appear in 2009 from Paper Golem Press. She is the fiction editor of *Fantasy Magazine* (fantasy-magazine.com)

READ, SILVEN

Silven is an ecologist, which is very useful in fictional WorldBuilding. She and her daughter just moved from Oregon to British Columbia in summer 2008, and are happily making new friends. Interests include reading voraciously, general sci-fi cons, SCA, gaming, dark chocolate, hiking, dancing, and spending time with friends of different lifestyles.

RHOADES, CARLTON

A fun filled 50-year career included wind tunnel model design and test (X-15, X-20, civil and military aircraft, and things), development and application of fault tree math models to various missile launch and control systems, development and application of software safety analysis techniques to fly-by-wire control systems (B-2, B777). He has presented papers on these activities to professional organizations. He has served in leadership positions in community, professional, political, and American Indian organizations while finding time for family, friends, mountain climbing, and flying. Since retiring he has developed a passion for "asteroid threat and mitigation". He has presented papers and slide shows on various aspects of the problem. A book is in process.

RICHARDSON, KAT

Kat Richardson is a former editor and theater brat who moved from a tiny apartment in the LA metroplex to an ugly house in Seattle in the mid-90s. After working for Large Software Company, she felt compelled to be her own boss and sell that darned novel! Now she lives on an even tinier sailboat with her husband and two ferrets while cranking out Urban Fantasy novels and other Spec Fic projects. She rides a motorcycle, shoots target pistol, and doesn't own a TV.

ROSENBLUM, MARY

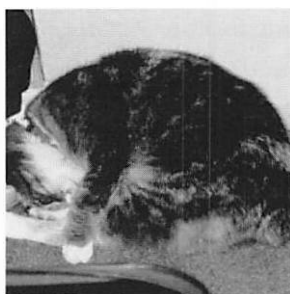
A Clarion West graduate and 2008 Clarion instructor, Mary Rosenblum has published eight novels and more than sixty short stories in major magazines since 1990. She has been a Hugo finalist, winner of the Compton Crook Award, and shortlisted for many other awards. She writes and lives on country acreage where she trains dogs for tracking and herding. Her novel *Horizons* is out from Tor Books and her Drylands collection, *Water Rites* is available from Fairwood Press (www.fairwoodpress.com). She also teaches novel and short story writing for Long Ridge Writers Group. You can find out more about her at her website maryrosenblum.com

ROULETT, BRANDER

"I'm just a simple man trying to make my way in the universe." -- Jango Fett

RUNNERWOLF, BETH

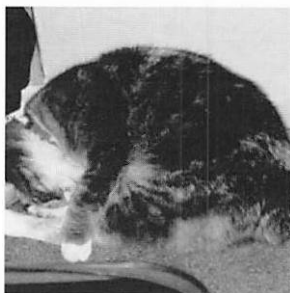
Beth is a second generation filker, vice-chair of the local Filk Convention and one of the head filk wranglers in the Emerald Forrest Filk Society. She lives in Seattle with her husband and his partner. She also practices and teaches Andean Shamanism.



DYLAN S.
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



ROBERT SAWYER



SPRING SCHOENHUTH
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



MIKE "BATTLIN" SELINKER



VICTORIA SHAFFER



LIZZY SHANNON



LORELEI SHANNON



JASON SOLES
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.

S., DYLAN

Dylan S. has worked full-time as a contract artist doing paint-masters for collectible miniatures games for almost six years. He's worked primarily for Wizkids and Wizards of the Coast on a wide range of games, including: *MageKnight*, *Mechwarrior*, *Dungeons and Dragons*, and *Star Wars* games and expansions.

My job is to paint the 'master' figure, which is sometimes used for packaging, posters, advertisements, and display online, but primarily the 'master' is what the mass production figures are based on. In addition to painting the figures for these games, I'm much more than just a miniature gaming grognard, in fact I've been a gamer and a geek for my entire life... from D&D to Comic books, Warhammer 40K to World of Warcraft. Reared on pop-culture from day one, my ultra-geeky parents ensured I had a diverse education in the nerdy-arts.

SAWYER, ROBERT

Robert J. Sawyer is the author of Hugo Award-winner *Hominids*, Nebula Award-winner *The Terminal Experiment*, and John W. Campbell Memorial Award-winner *Mindscan*, plus *Starplex*, *Frameshift*, *Factoring Humanity*, *Calculating God*, *Humans*, and *Rollback*, all of which were Hugo finalists. Other awards: China's Galaxy Award for "Most Popular Foreign SF Writer;" three Japanese Seiun Awards for Best Foreign Novel (for *End of an Era*, *Frameshift*, and *Illegal Alien*); ten Canadian Aurora Awards; plus *Analog's* Analytical Laboratory Award, *Science Fiction Chronicle's* Readers Award, and the Crime Writers of Canada's Arthur Ellis Award, all for best short-story of the year. His latest novel, *Wake*, is being published in April 2009, and ABC is producing a TV series pilot based on his 1999 novel *Flashforward*.

Website: sfwriter.com

SCHOENHUTH, SPRING

Former resident of the “Center of the Universe”, Spring Schoenhuth has a fascination for all things geologic, particularly gemology, astronomy, and paleontology. Born and raised in Montana looking up at the “Big Sky”, Spring lived many years in Seattle, taught in Washington, Montana, Hawaii, and currently teaches second grade in California. Most recently she designed and produced the John W. Campbell Award pin, and came in sixth in nominations for the Hugo Award Best Fan Artist category (she’s the owner of Springtime Creations, purveyor of exotic and science fiction jewelry, whose work has been seen in *Star Trek: DS9*). She’s also the reprobate responsible for a small, secret annual convention by the name of VintaCon that combines love of science fiction with wine tasting. Spring lives with her love for life, husband Dave Gallaher, and her feline son, Spike, in the other Fremont (California).

SELINKER, MIKE

Mike Selinker is the president of Lone Shark Games, Inc., the game design studio responsible for *Pirates of the Spanish Main*, *Gloria Mundi*, *Yetisburg*, and lots more games. Lone Shark is also a premiere gaming event and alternate reality game studio, working for such clients as Microsoft, Sony, ArenaNet, and many others. Mike is a former Wizards of the Coast game inventor and creative director, helping relaunch *D&D*, *Axis & Allies*, and *Avalon Hill*, and author such games as *Risk Godstorm* and the *Marvel Super-Heroes Adventure Game*. He’s worked on nearly every major game line in the hobby gaming industry, but still hopes to learn how to be a game designer when he grows up.

Ask him about giraffes.

SHAFFER, VICTORIA

Victoria Shaffer is a compulsive costumer whose thrift-fu is mighty, and who believes that any outfit can always be improved with the addition of at least 10 additional yards of lace or trim. She has an absurd preference for sleeves that trail the ground a yard behind her, and puts beads on almost everything. She has almost as many fabric remnants as she does books, consistently loses her scissors, and has many random thoughts at odd hours which were published as a book of poetry in March. She can be found in the general environs of Seattle, peddling her shinies and stories.

SHANNON, LIZZY

Lizzy is the author of *Time Twist*, a new time travel/science fiction novel, being released by Dragon Moon Press in 2009. Her first fantasy short story set in Ulster, *Navan’s Hound*, is being released by Wolfsinger Publications in their anthology, *Wolf Songs*. She began her literary career as a Consultant with the Ricia Mainhardt Agency in New York, and is a Board Director of the Willamette Writers, the largest writers’ organization in Oregon. She attended the New University of Ulster and holds a BA and MA in Literary Arts. Prior to entering the literary field Lizzy worked as a professional actress in Europe where her colleagues in theater have included Liam Neeson and Judi Dench. Of all her roles, Lizzy says that playing *Gustav the Amazing Dancing Bear* in the London-based Cavalcade Theatre Company was her favorite!

SHANNON, LORELEI

Lorelei Shannon is a horror and dark fantasy writer, sculptor, and computer game designer. She is the author of numerous

short stories, novels, and a game that was banned from three countries and Sears stores everywhere.

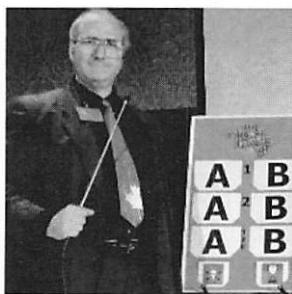
Born in the Arizona desert, Lorelei learned to walk holding on to the tail of a coyote. She was a strange, fey child who kept to herself, and could often be found feeding flies to a big praying mantis in her mother’s rose garden.

Lorelei now lives in the woods outside Seattle with her beloved husband, two beautiful sons, and a thundering horde of dogs and cats. Her interests include reading, gothabilly and psychobilly music, cultivating carnivorous plants, getting tattoos, and her 1947 Cadillac hearse, Annabel Lee.

SOLES, JASON

Jason Soles is the lead developer of Privateer Press’ *Warmachine* and *Hordes* miniature battle games and is the continuity editor for *No Quarter* magazine and the *Iron Kingdoms* role-playing game line. He is also the co-creator of *Unhallowed Metropolis*, the gas-mask chic role-playing game of Neo-Victorian horror. In his limited free time, Mr. Soles, a self-described crypto-anthropologist, enjoys sculpting the bones and relics of dead civilizations that never were. Mr. Soles is a founding member of the Seattle-based dark arts collective, Catalyst Studios.

You can find the products of Mr. Soles’ tireless labors at:
privateerpress.com, newdarkage.net
and **moritorium.com**



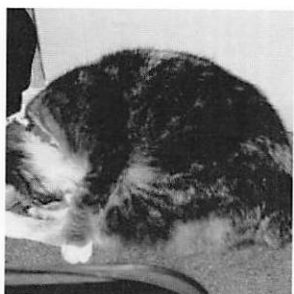
KEVIN STANDLEE



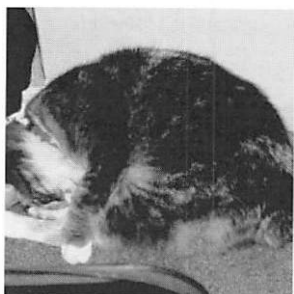
CIANDI STEPHENS



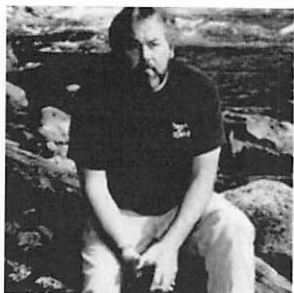
RICHARD STEPHENS



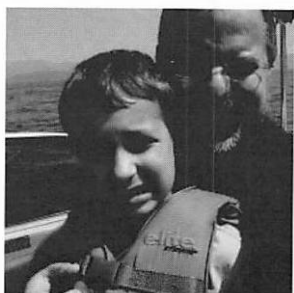
RENEE STERN
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



GARTH STUBBS
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



JEFF STURGEON



PATRICK SWENSON



BRUCE TAYLOR

STANDLEE, KEVIN

Kevin Standlee was co-Chair of ConJosé, the 2002 Worldcon. He is a director of SFSEFC, Inc., Parent Corporation of the 2002 and 1993 Worldcons, and CanSMOF, Parent Corporation of the 2009 Worldcon. Kevin's first SF convention was the 1984 Worldcon, and he has worked on conventions in roles from gopher to Worldcon Chairman. Kevin is an expert on the rules of Worldcon and Westercon. His other hobbies include a love of trains and rail transit. Kevin works as a logistics solutions engineer for Menlo Worldwide, a supply-chain management company headquartered in San Mateo, California. He can sometimes be found hosting SF-themed versions of the classic game show *Match Game*.

STEPHENS, CIANDI AKA ARCHIVIST SHU

XIANDI-SHUANGXIN

Archivist Xiandi used to go to sleep but now she goes to college instead. Long weeks of spending all day in dark, dusty buildings dressed all in black (because who can afford to buy anything else?) and nights bent over desks reading ancient texts illuminated by candlelight (not to mention subsisting on the sweet red liquid known as Rockstar Punched) all brought her to the realization that college students are in fact, the new vampires. Hence, she is perfectly justified in hating Twilight fangirls with every iota of her being. She vents her hatred on Alliance mages, hunters and warlocks (Glory to Sylvanas) whenever she's not studying history, reading (or drawing) webcomics or critiquing movies and anime on script or at least 'bad-assness'. She currently haunts Western Washington University in the hopes of attaining a teaching degree and someday infecting America's youth with a love of Fan-dom.

STEPHENS, RICHARD

Though accurately described as wooden-headed, Richard Stephens is quick to point out that he is not dead wood. A 20-year veteran of Norwescon, Richard spends his creative "free" time acting, directing, and designing sets and costumes in the Port Angeles area. "Designing for the stage is the best tutorial - you have to learn to do everything and there is no limit to the amount of research you get to do." When not dressing up his children in costumes that will leave them with long psychic scars, Richard plugs along in the advertising profession, while dabbling in alchemy at night, trying to create real gold from gold sequins.

STERN, RENEE

Renee Stern is a former newspaper reporter turned free-lance writer whose articles for trade publications range from building custom furniture to developing agricultural robots. Her short fiction credits include *Oceans of the Mind*, *Aeon Speculative Fiction*, *Beneath Ceaseless Skies*, *Black Gate*, and the anthology *Sails & Sorcery: Tales of Nautical Fantasy*. She is a member of the Fairwood Writers Group in Seattle and is currently at work on a historical fantasy trilogy.

STUBBS, GARTH

Garth is an old ----- (insert appropriate term or terms) that has been attending Norwescon for far too many years. He doesn't have a regular life so he just doesn't know any better. Costuming has been his main focus since the first Norwescon he attended. He's so old though he can't remember which one that was. Norwescon 8 he thinks. If you see him wandering the halls make sure to help him to his next

panel. He might be lost or maybe he forgot where he was going. Make sure to help him along by telling him where to go. I am sure he would appreciate the thoughtful words. Remember old costumers never die, they just sew themselves out of thread.

STURGEON, JEFF

Jeff is an artist well known to the convention circuit. He has attended and shown his work at Norwescon for many years. He has won the coveted Best of Show twice along with too many awards to name, at Norwescon. He most recently won, along with Jeff Fennel, the People's Choice award, the top award, at the 66th Worldcon in Denver last summer. Later this year he is AGOH at Foolsap. He's known for his realistic space art and for his not so realistic metal paintings. Jeff worked for the computer gaming industry for many years including Electronic Arts Seattle. He has done book and magazine covers, board game and CD covers, interior work for TSR and storyboards for JPL. Jeff has a painting in the SF Hall of Fame and Museum. His work is highly sought after by collectors. He lives in Seattle in a house with five women, three cats, one with three legs, a dog and a bird...don't ask. You will also see him with his sons Duncan and Corwin.

SWENSON, PATRICK

Patrick Swenson edits the magazine *Talebones* and runs Fairwood Press. Book titles include first novels by James Van Pelt and Jay Lake, a reprint of Alexei Panshin's Nebula-award winning novel *Rite of Passage*, and collections by Louise Marley, Paul Melko and Ken Rand. New titles available now include Ken Scholes' col-

lection *Long Walks, Last Flights & Other Strange Journeys*, James Glass's novel *The Viper of Portello*, the anthology *Exquisite Corpuscle*, edited by Frank Wu and Jay Lake, *Across the Sky* a story collection by Mark Rich, and *The Singers of Nevya*, a reprint omnibus of Louise Marley's first three Nevya novels. For more information see: fairwoodpress.com and talebones.com

Patrick, a high school English teacher, is a graduate of Clarion West. He also runs a writers retreat at Lake Quinault, Washington. Information about the retreat is at rainforestwritersvillage.com

TAYLOR, BRUCE AKA
"MR. MAGIC REALISM"

Bruce Taylor, aka "Mr. Magic Realism", writes Magic Realism as well as surrealism/Bizarro fiction. His book, *Edward: Dancing on the Edge of Infinity*, is both hated and loved with equal fervor. His novella, *13 Miles to Paradise*, is part of collection (*Alembical*) with three other novelists (Jay Lake, James Van Pelt, Ray Vukcevich) and received a starred review in *Publishers Weekly* (Sept. '08). Bruce is also president of the oldest professional writing group on the west coast, *The Seattle Freelancers*, established in 1921. He was writer in residence at *Shakespeare & Company* in Paris and consultant to *Mavrin: Exploring Modern Magical Realism*. He teaches novel writing in the *ArtsNow* program at Edmonds Community College and presently has five books out making their glacial editorial rounds. He will have three new books completed by the end of the year. When not writing, Bruce is a hypnotherapist and has backpacked extensively everywhere, but loves the Cascades.



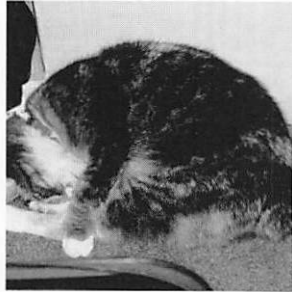
ERIN A. TIDWELL



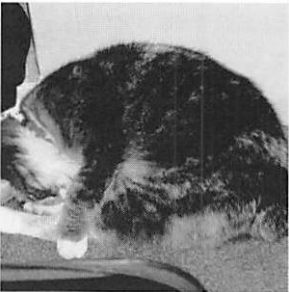
VIXY & TONY



WARREN HAMMOND



STEPHANIE WEIPPERT
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



TEEUWYNN WOODRUFF

CHRISTINE D. WINTERS
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



JANINE ELLEN YOUNG



K.L. YOUNG



TIDWELL, ERIN A.

Erin writes fantasy and science fiction. She is a member of the Fairwood Writers and coordinates the Writers Workshop at Norwescon.

VIXY & TONY

Vixy & Tony (Michelle Dockrey and Tony Fabris) have been performing Filk music as a duo since 2005. Vixy was formerly the lead singer and songwriter for the band *Escape Key*, whose album *Shadowbeast* contains the Pegasus-award-winning song *Girl That's Never Been*. In 2008, Vixy & Tony released the album *Thirteen*, which contains the Pegasus-award-winning *Emerald Green*, and the Firefly-inspired *Mal's Song*. Their music can be found at vixyandtony.com

WARREN, HAMMOND

Denver author Warren Hammond is well known for his gritty, futuristic detective novels, *KOP*, and sequel *Ex-KOP*, both available from Tor Books. By taking the best of classic crime noir, and reinventing it on a destitute colony world, Warren created uniquely dark tales of murder, corruption and redemption. An avid traveler, Warren and his wife are always up for a new adventure. Whether it's trekking in the Himalayas or camping in the game reserves of Botswana, Warren finds much inspiration for his writing in the world's most remote corners. Currently, Warren is writing *KOP Killer*, the third book in the *KOP* series.

WEIPPERT, STEPHANIE

I was introduced to performing fan based music (filk) in the SCA over 10 years ago by Rich Glover. While I have sung in filk circles at gen cons many times over the

years, I have only been active in filk for two years. I perform exclusively with Rich Glover and we have a CD in the works. I am the hotel liaison for Konflikt 1 & 2.

WINTERS, CHRISTINE D.

Christine was born psychic into a family of intuitives. She was drawing portraits of passed on relatives at the age of three. A noted radio and TV personality, Christine has fascinated the audience with her accuracy with time frames and names. Christine loves creating, she makes stained glass, costumes for stage and screen, and is an accomplished writer, along with her talents as an artist and illustrator. Christine has also created her own deck of fortune telling cards, *Passion Play*, and lives an alternative lifestyle as a nudist in the country, growing her own organic food, she has been a vegetarian for 14 years.

WOODRUFF, TEEUWYNN

Teeuwynn is an award-winning game designer, puzzle and interactive event creator, author, and world builder. Teeuwynn was a game designer at Wizards of the Coast for over a decade (working on *Dungeons & Dragons*, *Magic: The Gathering*, *Pokemon*, and more), before becoming the Creative Director of *Lone Shark Games*. At Lone Shark, Teeuwynn works on an array of projects ranging from the new collectable marble game, *Warballs*, to alternate reality games, to large-scale interactive puzzle and game events for a variety of companies including Sony, SouthPeak Interactive, Lucas Films, Penny Arcade, and Cryptic Studios. In addition to her work at Lone Shark, Teeuwynn is an editor at RealityNewsOnline.

YOUNG, JANINE ELLEN

Philip K. Dick award finalist Janine Ellen Young is the author of first contact novel *The Bridge* (Warner/Aspect) and the Locus recommended *Cinderblock* (Roc), a near-future fantasy set against the backdrop of a myth infected Los Angeles. Janine is currently at work on *Salt Of The Earth*, a YA novel of fantasy set in Northern California.

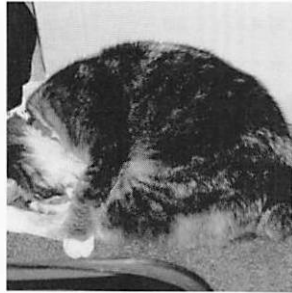
YOUNG, K.L.

K.L. Young is a co-owner of Maelstrom Productions, a Seattle-based horror film production company. He is the screenwriter of the feature film *H.P. Lovecraft's Strange Aeons*, and is a compendium member of the Northwest Screenwriter's Guild. He is the writer and co-creator of the *Lovecraftian Superhero Knightgaunt*, now appearing exclusively in *Planet Lovecraft Magazine*. New projects include *The Shunned House*, based on a Lovecraft short story, and *Sunset* a feature film currently in pre-production.

The following bios arrived too late for alphabetical inclusion, but we love them anyway:



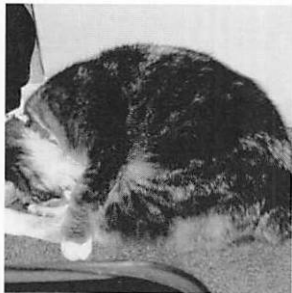
RICH BAKER



CAROL BERG
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



RANDALL N. BILLS



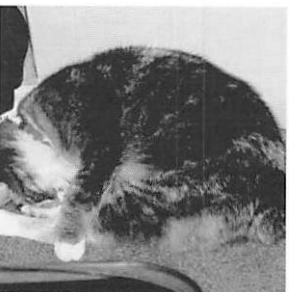
CHRISTOPHER BODAN
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



JEFF CARLSON



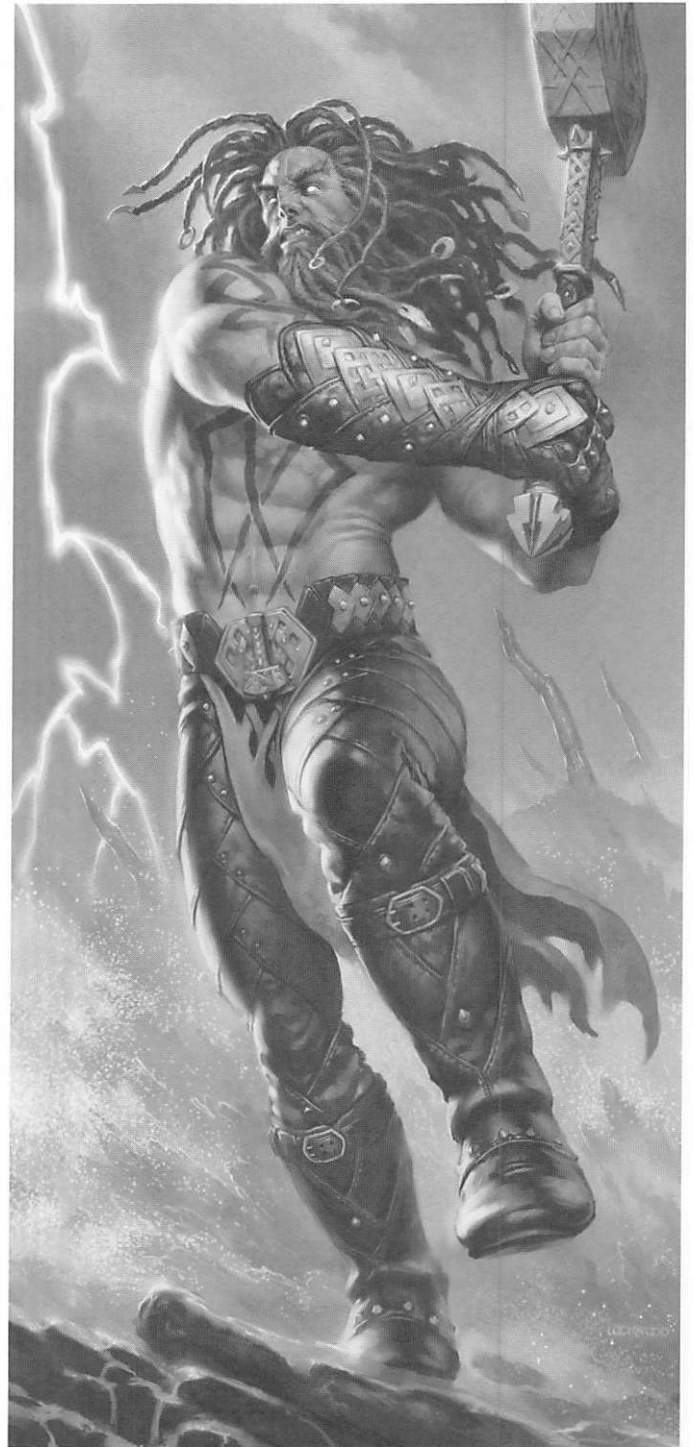
PAUL CHADWICK



BOB CRICHTON
DIDNT SEND US A PICTURE.
ENJOY LULU THE MANX.



JEFF GRUBB



BAKER, RICHARD

Rich is the author of nine *Forgotten Realms* novels, including *Swordmage*, the *New York Times* bestseller *Condemnation*, and the highly acclaimed *The Last Mythal* trilogy. He has worked as a game designer with TSR, Inc. and Wizards of the Coast, Inc., since 1991. He's written or contributed to more than 70 game products, including *3rd Edition Dungeons & Dragons*, *4th Edition Dungeons & Dragons*, and *Axis & Allies* Miniatures.

Rich resides in western Washington with his wife Kim and their daughters Alex and Hannah. He is a former US Navy officer and a graduate of Virginia Tech. His interests include Golden Age SF, military history, hiking in the Cascades, war games, and the Philadelphia Phillies.

BERG, CAROL

Carol Berg is a former software engineer who can't quite believe her own story. Since her 2000 debut with *Transformation*, she's been flown to Israel, taught writing in Scotland and Canada, and answered reader mail from places as remote as New Zealand, Kuwait, the slopes of Denali, and beneath the Mediterranean Sea. Her ten epic fantasy novels have won the *Geffen*, the *Prism*, and the *Colorado Book Awards*, and have been translated into six languages. All amazing for someone who majored in math and computer science so she wouldn't have to write papers. *Kirkus Reviews* calls Carol's latest novel, *Breath and Bone*, "Absolutely superior."

BILLS, RANDALL N.

Randall N. Bills has worked as the line developer, continuity editor and art director for the classic *BattleTech* (*MechWarrior*) universe for the last decade. In addition to writing eight novels set in this universe, he's led the publication of well over fifty sourcebooks, rulebooks, box set games, scenario packs and more. Randall is a founding partner of *InMediaRes Productions*, which launched www.BattleCorps.com in August 2004—a fiction, subscription-based website dedicated to canon fiction based in the *BattleTech* universe. In 2007 IMRPro established *Catalyst Game Labs* and acquired the *BattleTech* and *Shadowrun* licenses to continue publishing those game lines; 2009 will also see the launch of several brand new game lines as well as a novel program. He's currently the Managing Developer for *Catalyst Game Labs*, as well as art director for numerous *Catalyst* projects.

BODAN, CHRISTOPHER

Christopher spent four years toiling in the tabletop gaming industry mines and has the scars to show for it. He lives and writes in Seattle with his wife and a number of stuffed animals.

CARLSON, JEFF

Jeff Carlson is the author of the internationally acclaimed sci fi thrillers *Plague Year* and *Plague War*. To date, his work has been translated into eight languages. *Plague Year* is also available as an audio book from both *Recorded Books* and *Audible.com*. His next novel is *Mind Plague* (Ace, December 2009). He is currently at work on a new stand-alone thriller as well as collaborating with David Brin on an adventure novel entitled *Colony High*. Jeff

welcomes correspondence at www.jverse.com, where readers can find free fiction, videos, contests, and more.

CHADWICK, PAUL

Creator of *Concrete*, comics and paperback cover and movie storyboard artist, former writer for *The Matrix Online* and long time SF fan Paul Chadwick lives in the San Juan Islands.

CRICHTON, BOB

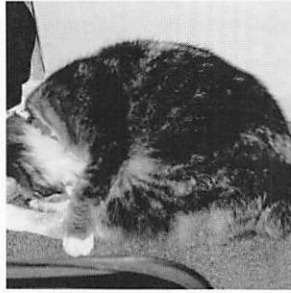
Bob Crichton has been a long-time reader of science fiction and fantasy. His professional career includes serving on a nuclear submarine, climbing weather towers, servicing dairy equipment, and computer programming – all of which has assisted him in accumulating a large store of useless factoids. He attended his first SF convention in 2003, and has been involved in the local filk community since 2006. He has one publication in a gaming magazine.

GRUBB, JEFF

Jeff Grubb is an author and game designer. He is the author of over a dozen novels, thirty short stories, a brace of comic books and a plethora of game products. He is one of the co-creators of *Dragonlance* and a co-founder of the *Forgotten Realms*, in addition to writing novels for other worlds, including, *Magic: The Gathering*, *Warcraft*, and *Starcraft*. Like one of Lovecraft's ghouls, he knows where a lot of bodies are buried.



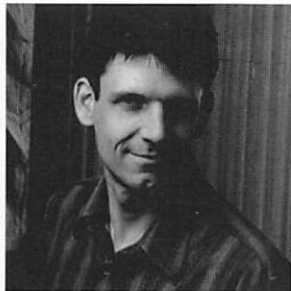
RUSSELL HARMON



FRANK HUSSEY
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ENJOY LULU THE MANX.



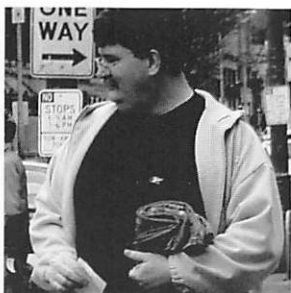
BOB KRUGER



JOSHUA PALMATIER



PETER DENNIS PAUTZ



JOHN A. PITTS



DONNA PRIOR



SEAN K REYNOLDS



HARMON, RUSSELL

Russell is one of the meanies from twobig-meanies.com, an altporn BDSM site focusing on fun, connectedness, and kinetic play. He's been involved in the Seattle leather scene since the mid-90s, teaches various SM and sexuality workshops, and is very involved at the *Center for Sex Positive Culture* (aka the *Wet Spot*). He helped start and is one of the regular DJs for *Grind*, the Thursday gothic/industrial fetish night there. He's also into bodybuilding, motorcycles, tabletop gaming, and technical sound and lighting. He's a computing and security professional, but his obsession du jour is rock climbing.

FRANK HUSSEY

Frank Hussey labored ten years in the comics fields of Olympia, Washington and the harvests were back-breaking but fruitful. He also founded The Olympia Comics Foundation and directed The Olympia Comics Festival for six years, created the annual stage-show, and interviewed cartoonists such as Joe Sacco, Charles Burns, and Pete Bagge. He is a supporter of the modern "literary" comics but he can also name all the members of the Legion of Super Heroes.

KRUGER, BOB

Bob Kruger has worked in print and Web publishing for the past fifteen years, and has edited role playing and collectible card games, novels, web sites, and story anthologies. He founded *ElectricStory.com* in 2000 to bring award-winning -- and similarly high-quality -- speculative fiction to the nascent eBook market and to promote great new artists. He's currently working at *Microsoft Games Studio* as a web application developer, finishing the second draft

of a novel, and designing a new site for *ElectricStory* in which the community will determine which books get published. He hopes to have a beta of this latter project out by late summer.

PALMATIER, JOSHUA

Joshua Palmatier is a fantasy writer who also teaches mathematics at a college in upstate New York. He currently has three books on bookstore shelves: *The Skewed Throne*, *The Cracked Throne*, and *The Vacant Throne*, all part of the *Throne of Amenkor* series published by *DAW Books*. The start of a new series will begin with *Well of Sorrows*, to be published sometime in late 2009. Find out more about Joshua and his book at joshuapalmatier.com

PAUTZ, PETER DENNIS

Peter Dennis Pautz was born in Jersey and takes a piece of it everywhere, including to his work as a clinical supervisor, trainer and psychotherapist. His web site is www.ItsNotRocketScienceTherapy.com. He served as the Executive Secretary of the *Science-Fiction and Fantasy Writers of America, Inc.* for 20 years, and has been President of the *World Fantasy Awards Association* since 1981. (Having occasionally wielded the shovel, he knows where the bodies are buried.) He co-edited the World Fantasy Award-winning anthology, *The Architecture Of Fear*, with Kathryn Cramer, and *Nebula Winners Fifteen* with Frank Herbert.

PITTS, JOHN A.

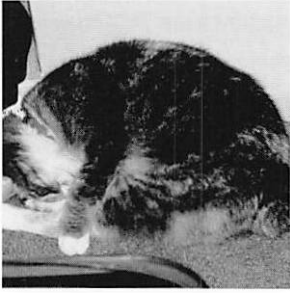
John lives in Bellevue, Washington with his wife and kids. He splits his time with his family, writing, computer consulting, reading and martial arts. His premier novel, *Black Blade Blues*, will be out in hardback from Tor in March of 2010.

PRIOR, DONNA "DANICIA"

Donna "Danicia" Prior is the Forum Goddess and Community Cheerleader for Flying Lab Software's *Pirates of the Burning Sea* MMORPG. As Forum Moderator and IRC Op, she spends every day fostering the lines of communication between the players and development team. In her off-hours, she coordinates a local Steampunk coffee meetup, dresses in funny costumes, and attempts to find unsuspecting victims for a friendly game of *AD&D 2nd Edition Forgotten Realms*. Got Maztica?

REYNOLDS, SEAN K

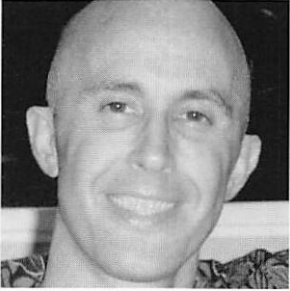
Sean K Reynolds was born in a coastal town in southern California. A professional game designer since 1998, he's best known for his work on the *Forgotten Realms Campaign* setting, *Greyhawk*, and the 3rd edition *Monster Manual*. He is a developer for *Paizo Publishing*, lives in Seattle with his four cats, and spends his free time reading, painting miniatures, and writing three-sentence biographies.



MICKEY SCHULZ
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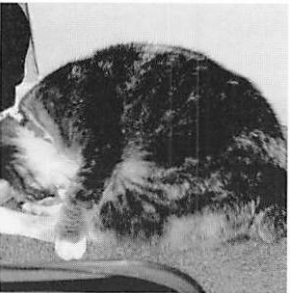
JANNA SILVERSTEIN



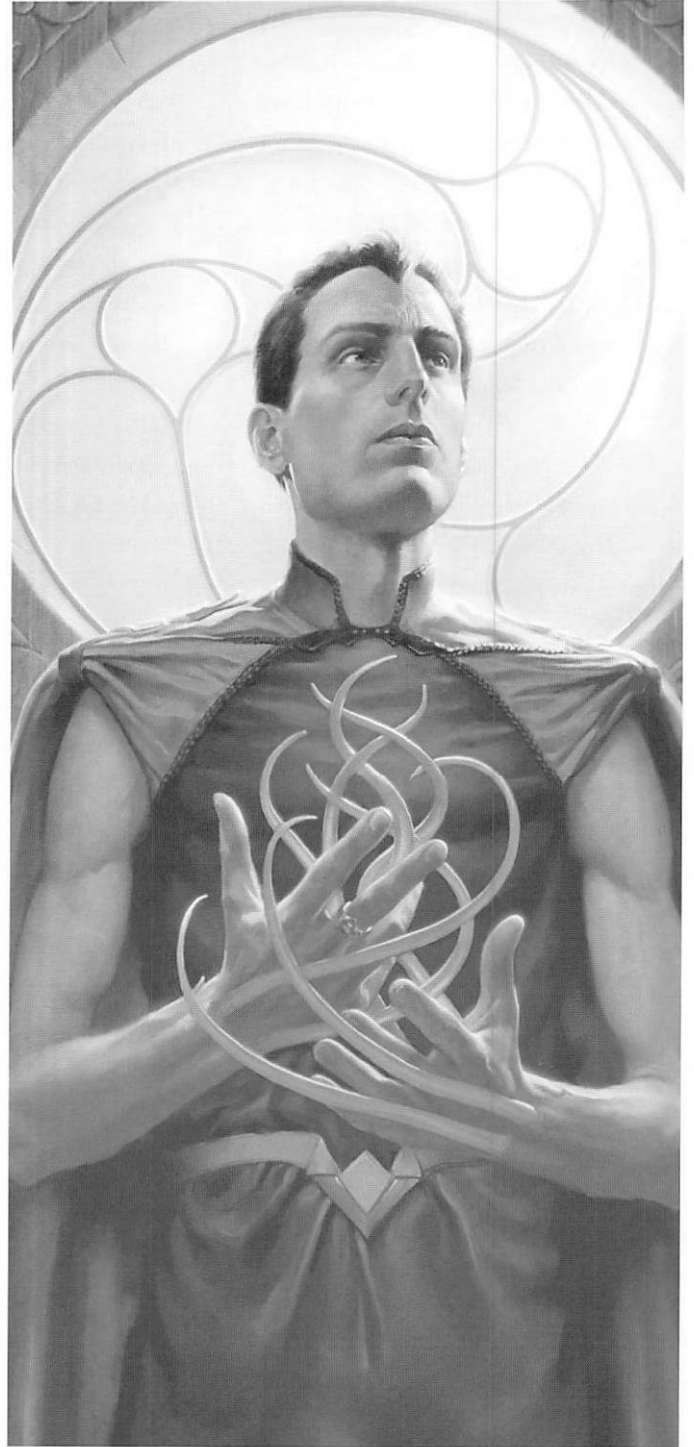
JEFF SOESBE



JUSTIN ROBINSON



TIFFANY TRENT
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ENJOY LULU THE MANX.



SCHULZ, MICKEY

Mickey Schulz has been gaming nearly as long as she's been kinky. She writes a blog called *Geek Girls Rule* (www.geekgirlsrule.wordpress.com), with a podcast by the same name. She is also co-hosting a show, *Geek Sisterhood*, on the *Gaming Radio Network* (www.gamingradio.net) with Sophie Lagace. She is also the author of the sex advice site www.valeriestrangiato.com. She lives in Renton with a horde of cats, two hedgehogs and a grumpy, grumpy husband.

SILVERSTEIN, JANNA

When she realized that she'd been working as an editor for nearly 20 years (at *Bantam Spectra Books*, *Wizards of the Coast* and *Wizkids Games*), Janna Silverstein decided it was time to hop the fence and try to get some of her own work published. Her fiction and poetry have appeared in *Asimov's Science Fiction*, *Talebones*, Marion Zimmer Bradley's *Fantasy Magazine*, Orson Scott Card's *Intergalactic Medicine Show* and the anthology *Ghosttide*. Look for future stories in the anthologies *Swordplay* and *The Trouble with Heroes*. She lives in Seattle with two geriatric cats, a growing coin collection, a selection of antique porcelain hands, and many, many books. She knows just enough to be dangerous.

SOESBE, JEFF

Jeff Soesbe writes software by day and stories by night. In 2008 he sold stories to *Flash Fiction Online*, *Drabblecast*, *Coyote Wild*, *Weird Tales*, and *Byzantium*. He lives in Northern California with his wife and two daughters. He is a graduate of the *Viable Paradise Writing Workshop*.

THE REVEREND EN FUEGO

JUSTIN ROBINSON

The Rev is a local radio personality, from *KISW* (*The BJ Shea Morning Experience*). An attendant of Norwescon for over 10 years, he's an avid PC and console gamer, and a fan of the zombie film genre, as well as a collector of gas masks!

TRENT, TIFFANY

Hailed by David Farland as "one of the best dark fantasy writers of our time," Tiffany Trent is the award-winning creator and author of the young adult dark fantasy series, *Hallowmere* (*Wizards of the Coast/Mirrorstone*). *In the Serpent's Coils*, the first book of the series, was named a *BookSense Pick* for autumn 2007 and chosen as a *New York Public Library Book for the Teen Age* 2008. Tiffany was recently awarded the 2008 *Society of Children's Book Writers and Illustrators Work-in-Progress Grant* for her young adult dark fantasy based on Charles Darwin's voyage on the Beagle. She has also been published in the young adult anthology *Magic in the Mirrorstone* (Mirrorstone). She lives in Manns Harbor, NC.

The following professionals did not send bios, but we love them anyway:

BEAUDRY, CARMEN

No biography received.

EDWARDS, LORI

No biography received.

HALL, JONNALYHN WOLFCAT

No biography received.

LOES, MARGO

No biography received.

NASSET, DAVID SR.

No biography received.

QUINN, MELISSA

No biography received.

ROY, ALEXIA

No biography received.

SCHUMACHER COX, REBECCA

No biography received.

TAYLOR, ANITA

No biography received.

in memoriam

FORREST J ACKERMAN (1916 – 2008)

American collector of science fiction books and movie memorabilia and a science fiction fan. Ackerman was influential in the formation, organization, and spread of science fiction fandom in its early years, and served as a key figure in the wider cultural perception of science fiction as a literary, art and film genre. "Forry" was famous for his word play, he helped coin the phrase Sci-Fi.

BOB ASPRIN (1946 – 2008)

American science fiction and fantasy author best known for his humorous *Myth Adventures* and *Phule's Company* series.

ALGIS "A.J." BUDRYS (1931 – 2008)

Lithuanian-American science fiction author, editor, and critic. He was also known under the pen names "Frank Mason," "Alger Rome," "John A. Sentry," and "William Scarff."

SIR ARTHUR C CLARKE (1917–2008)

British science fiction author, inventor, and futurist, best known famous for the novel *2001: A Space Odyssey*, a collaboration with director Stanley Kubrick, which was made into a film of the same name.

MICHAEL CRICHTON (1942 – 2008)

American author, producer, director, and physician, best known for his work in the science fiction, medical fiction, and thriller genres.

DON S. DAVIS (1942 - 2008)

American character actor, best known for playing General George S. Hammond in the science fiction television series *Stargate SG-1* (1997 - 2007), and earlier for playing Major Garland Briggs on the television series *Twin Peaks* (1990 - 1991).

THOMAS M. DISCH (1940 - 2008)

American science fiction author and poet. Disch was a winner of a *Hugo Awards for Best Related Book*, the *John W. Campbell Memorial Award*, and a *Rhysling Award*, and two *Seiun Awards*. He was also nominated for 9 *Nebula Awards* and 2 additional *Hugos*.

OLLIE JOHNSTON (1912 - 2008)

American motion picture animator. He was the last living member of Disney's Nine Old Men. His work was seen in *Pinocchio*, *Snow White and the Seven Dwarfs*, *Fantasia*, *The Rescuers*, and *Bambi*.

BOB MAY (1939 - 2009)

American actor best remembered for playing The Robot on the television series *Lost in Space*.

PATRICK MCGOOHAN (1928 - 2009)

Two-time Emmy winning American born actor. Known for his roles in cult classics *Danger Man* and *The Prisoner*.

RICARDO MONTALBAN (1920 - 2009)

Mexican-born American radio, television, theatre, and film actor. Known for his role as Mr. Roarke in the television series *Fantasy Island*. He also played Khan Noonien Singh in both the 1967 episode *Space Seed* of the first season of the original *Star Trek* series, and the 1982 film *Star Trek II: The Wrath of Khan*.

APRIL OWENS (1950 - 2008)

Local fan and costumer active in the early days of Norwescon and Rustycon.

MAJEL BARRETT

RODDENBERRY (1932 - 2008)

American actress and producer. In various roles, Barrett had been in every incarnation of the popular science fiction *Star Trek* franchise, including live-action and animated versions, television and cinema, and all of the time periods in which the various series have been set.

JACK SPEER (1920 - 2008)

Science fiction fan and historian. He wrote the first history of science fiction fandom: *Up to Now* in 1939. In 1944, he followed *Up to Now* with *Fancylopedia*, a dictionary of the jargon spoken by fans.

JOAN WINSTON (1931 - 2008)

American Fan who helped organize the first *Star Trek* fan convention and became a key figure in the subculture.

Roberta "Bert" Carlson

AUG 31 1964 — JULY 2 2008

Roberta "Bert" Carlson, was injured fatally in a car accident in the summer of 2008 on her way to Westercon in Las Vegas. Bert, as she liked to be called, was a nurturing person, often found volunteering

in hospitality or some other area where she could take care of the many people she considered her friends and family.

Her activities on the local and national levels within the Sci-Fi & Fantasy community ranged from volunteering as a fan or department head to helping bid to bring Worldcon to Seattle. Her many conventions included Norwescon, Rustycon, Orycon, Anglicon, Westercon, and the North American Science Fiction convention (NASFiC). Bert is fondly remembered by her friends as someone who always had a bright smile and kind word. Her deep reserves of energy were always pushed to the limits at every convention she went to, volunteering way beyond any normal expectations.

As I sit down to write this memorial about my dear friend I find myself thinking back to the many things that people have said to me about why they miss Bert. There were those that remember her for feeding them, for her easy smile, for her love of purple. There were those for whom she eased their lives with her selfless giving of time and energy. For me, I remember all those things and I know she would want me to remind all of you that the world is a bright and beautiful place and there is much good to be had with the sharing of a smile and a helping hand.



Kathleen Reilly

by Laura Reilly

Kathleen's life. She was so full of life & ready to try anything, from raising three kids on her own to bungi jumping at the age of 54 (despite the fact that she was terrified of heights). Living in Tonasket with no power or running water, she was a true pioneer.

She was very artistic. She was a professional saddle maker and leather artist. She also dabbled in oils & fabric.

She was extremely knowledgeable through her love of reading & exploring. She enjoyed being involved in the Science Fiction community & SCA. She

enjoyed her time working in the Art Show & the Con Office for Norwescon.

Due to her love for family & country she joined the U.S. Coast Guard & had the honor of being the first woman to serve on an ice-breaker. She worked for the VA for 18 years.

She had a great love for animals & always had a houseful of them. Family was extremely important to her. She always had time to spend with her husband, children, grandsons & extended family.

I love you Mom. You will be greatly missed.



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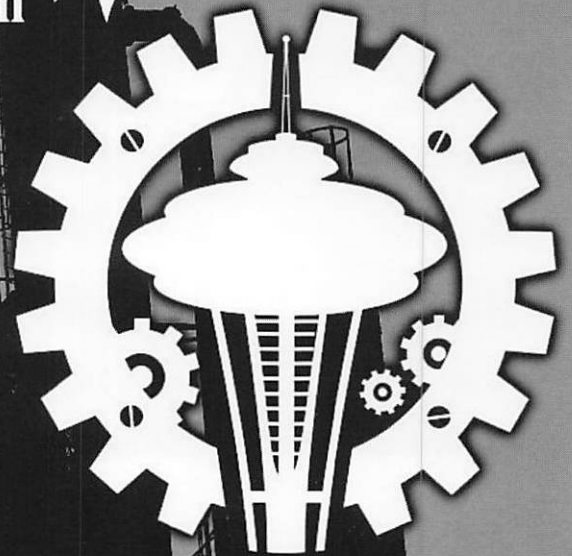
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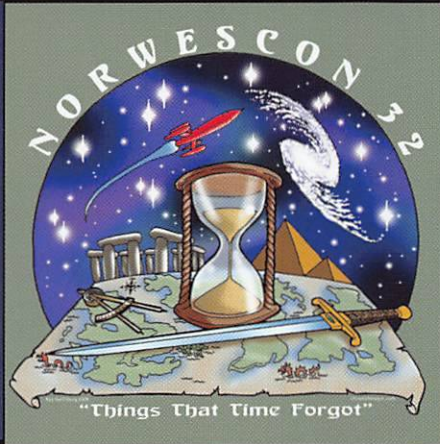
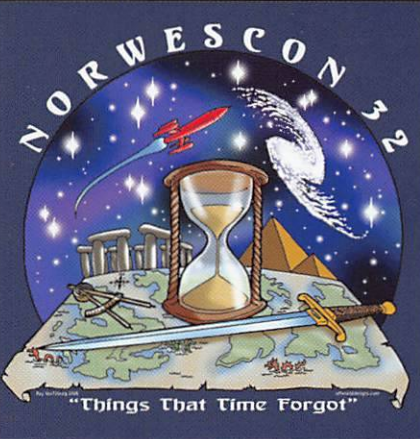
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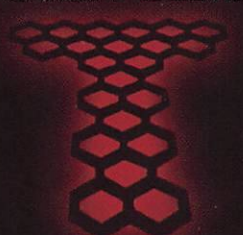
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