A detailed watercolor illustration of a raven's head, rendered in shades of blue, grey, and brown. The raven has a large, dark beak and a striking light blue eye. The background is a mix of soft, textured washes of grey and blue, with some darker, more defined strokes around the bird's head. The overall style is artistic and painterly.

RavenCon 18

April 25-27, 2025

Richmond, VA

Visit

Richmond

VA.com

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RavenStaff

Michael D. Pederson	Con Chair	Katelyn Law Sarver	Masquerade Director
Anita Bruckert	Vice Chair	Heather Lynch	Masquerade
Richard Sarner	Accessibility Director	Quenton Shelton	Masquerade
Erin Woods	Artist & Author Alley Director	Krista Cagg	Nevermore News
Paul Blotkamp	Art Show Director	Cheryl Lynn Jones.....	Office Manager
Vanora Hagen	Art Show Director	Amanda Taylor.....	Party Tsar
Krissie Hadley.....	Art Show	Angel Vaughn	Lead Photographer
Mark Layne.....	Audio/Visual Director	Earl Harris.....	Photographer
Debbie Melanson.....	Away Team	Cheryl Lynn Jones	Print Shop
Angel Vaughn	Away Team	Michael D. Pederson	Program Book
Crystal Smalling.....	Charity Auction Director	Jennifer Hancock	Programming Director
Beverly Smalling	Asst. Charity Auction Director	Jennifer Lynn.....	Programming (Entertainment Track)
Bill Truesdale	Convention Operations Director	Crystal Ritchie.....	Programming (Science Track)
Liz Albitz.....	Convention Operations	SmashB.....	Programming (Cosplay Track)
Tony Calidonna.....	Convention Operations	Angel Vaughn	Programming (Art Track)
Josey Levin	Convention Operations	William Adams	Programming
Mike Vann	Escape Room	Bill Lemmond	Programming
Andrew Harper	Escape Room	Melissa Witt.....	Registration Director
Helga Brown	Escape Room	Anita Bruckert	Registration
Anita Bruckert.....	Fan Table Director	Jennifer Lynn.....	Schedoodle Coordinator
Erin Woods.....	Asst. Fan Table Director	Alex Taylor	Schedoodle Programmer
Debbie Melanson.....	Gaming Director	Jerry Chandler.....	Shuttle Director
Leslie Danneberger.....	Green Room Director	Joshua Cigna	Shuttle
Richard Sarner.....	Green Room Bubbe	Jennifer Carter	Tea Party Director
Crystal Smalling.....	Grievance Resolution Dept.	Alex Taylor.....	Technical Director
Michael J. Winslow	Grievance Resolution Dept.	René Enders	Vendors' Room Director
Joshua Cigna	Guest Liaison	Emily Polan-Harper.....	Vendors' Room
Amanda Taylor	Hotel Liaison	Libbie Miller	Vendors' Room
Jennifer Chandler.....	Kids' Programming Director	Joshua Cigna	Volunteer Wrangler
Tori Kitsune.....	Asst. Kids' Programming Director	Michael D. Pederson	Webmaster
Terra Bailey	Kids' Programming		
Aeowyn Chandler.....	Kids' Programming		
Ian Chandler	Kids' Programming		

Additional Staff

Andy Cushman, Lenore, Michael Lewis, Adam Seats,
Elizabeth Woods

RAVENCON HOURS

Registration

Friday: 1:00 p.m. – 9:00 p.m.
 Saturday: 8:30 a.m. – 6:00 p.m.
 Sunday: 9:30 a.m. – 2:00 p.m.

Art Show

Friday: 3:00 p.m. – 6:00 p.m. • 7:00 p.m. – 9:00 p.m.
 Saturday: 9:00 a.m. – 6:00 p.m. • 7:00–9:00 p.m.
 Sunday: 9:00 a.m. – 11:00 a.m.

Vendors' Room

Friday: 3:00 p.m. – 9:00 p.m.
 Saturday: 10:00 a.m. – 6:00 p.m.
 Sunday: 10:00 a.m. – 2:00 p.m.

Gaming Room

Opens at 2:00 p.m. on Friday
 and doesn't close until 3:00 p.m. on Sunday.

VOLUNTEERING

Attending a panel? Going to a workshop? Want to hang out in the Green Room? Making a con happen relies on more than just the staff who contact the guests, secure the hotel, and schedule events. Making a con happen relies on individuals wanting to be a part of the magic. And even better, if you give a little to RavenCon, we will give back to your convention registration fees...

Hours Volunteered to RavenCon

4 – 5
 6 – 7
 8 – 11
 12 – 17
 18+

Discount from RavenCon Registration

\$15
 \$20
 \$30
 FREE
 FREE & a T-shirt

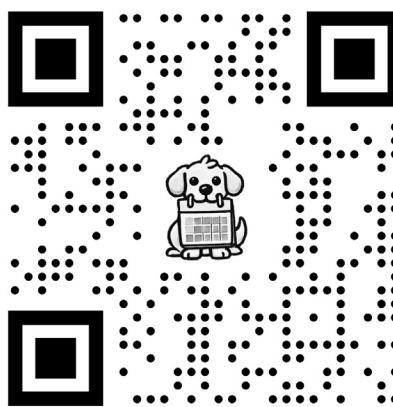
Josh Cigna is the Volunteer Coordinators for RavenCon 2025. If you are interested in helping out, please see him as soon as you arrive. You can find him at the Registration Desk in the lobby of the Madison building.

PROGRAMMING DOWNLOADS

Whatever format you want the program in, we've probably got it! Guest bios and more can be found in the Digital Program Book. Here are links to the Digital Program Book, the Schedoodle app, and to the Program Grid...



Digital Program Book



Schedoodle



Grid

CONVENTION RULES

1. Harassment of any type is unacceptable. Any incidents should be reported directly to the RavenCon staff. We will fairly and impartially review the situation and take any actions that we feel are necessary—up to, and including, revocation of badges and notifying the authorities.
2. Please exhibit polite behavior in public areas at all times. Excessive disturbance or abuse of other guests is grounds for immediate expulsion from the convention without refund.
3. Costumers, remember that no costume is no costume. Non-costumers, please be respectful of people in costume. If you would like to photograph someone, please ask first. And remember, cosplay is not consent.
4. You must wear your membership badge at all times to be admitted to any RavenCon area or function. Lost badges will be replaced one time only.
5. Photographs, audio recordings, and videos taken during RavenCon may be used by RavenCon for the purposes of event documentation, media coverage, and promotion of the convention.
6. If you would like to film or record a panel or event, please secure the permission of everyone involved before recording or filming.
7. Please turn off your cell phone during all events. If you must make or receive a call, please leave the event so you do not disturb others.
8. While we encourage children and family participation, we ask that parents take an active role in monitoring their children's activities. Not all events are appropriate for children.
9. Please do not abuse the hotel facilities.
10. Weapons Policy: This includes real, replica, or toy arms of any sort, including but not limited to: swords, light sabers, pistols, rifles, blasters, squirt guns, etc. No concealed weapons are allowed on the hotel premises. All Virginia state laws concerning weapon possession and use apply.

All weapons must be non-working and peace-bonded, this includes bladed weapons which must be cased or sheathed at all times. We will be happy to assist you in peace-bonding your weapon at Con Ops.

Any weapon used in an offensive or threatening manner will be confiscated, and is grounds for expulsion from the convention without refund.
11. No camping in the halls or lobby. If you are found sleeping in any public area, you will be asked to go to your hotel room. If you do not have a hotel room, you will be asked to leave the premises.
12. No smoking, eating, or drinking is allowed in convention areas and functions.
13. RavenCon can not permit unauthorized vendors to sell products during the con. Our dealers pay good money to be here and it's simply not fair to them otherwise.
14. RavenCon is not responsible for items lost or stolen during the convention. The Lost & Found is located in Con Ops (Norfolk Boardroom, 3rd Floor, Jefferson). Items remaining at the end of the con will be thrown away. As each of us has lost stuff from time to time, we can sympathize with you. We'll even try to help you find your missing items. We cannot, however, replace them.
15. Possession of alcoholic beverages by anyone under 21 years of age is grounds for immediate expulsion from RavenCon without a refund.
16. Alcohol is NOT to leave any hotel rooms. Room parties are encouraged but any alcohol that is served must stay in the room that it is served in. If you want to drink outside of your room, there is a very nice bar in the hotel.
17. Party hosts are responsible for carding ALL people that they serve alcohol to.
18. Room parties, although open to the convention, are held in private rooms. You need to respect your hosts, they have the final say on who is allowed in their room.
19. Please express any concerns you have to a RavenCon staff member in a timely manner.

Harassment Policy

We are a family-friendly convention. All forms of harassment are detrimental to the well-being of our attendees and the convention in general. It is imperative that everyone understands that No means No.

If you find yourself in a situation where you feel you are being harassed, please remain calm and ask the person to stop. If they do not stop, remove yourself from the situation as quickly as possible. Find friends or a staff member and ask for assistance. Refrain from the use of aggression or physical force unless your life and well-being are in danger.

If you need intervention, bring your concerns to a member of the staff as soon as possible. If you have witnesses, ask them to accompany you. The convention staff will investigate the situation. If the incident takes place after hours, proceed to Hotel Registration where they will contact the convention staff. If you feel threatened with harm, call the hotel's front desk and/or 911 to ask for police protection.

Once the incident has been reported, our Grievance Resolution Department will investigate (see Rule 1).

Please help us keep RavenCon a safe and fun environment for everyone. (RavenCon's harassment policy also extends to our hosted sites on social media as well.)

2025 GUESTS OF HONOR



AUTHOR GUEST OF HONOR:

ALIX E. HARROW

Alix E. Harrow is the *New York Times*-bestselling author of *The Ten Thousand Doors of January*, *The Once and Future Witches*, *Starling House*, and various short fiction, including a duology of retold fairy tales (*A Spindle Splintered* and *A Mirror Mended*). Her work has won a Hugo and a British Fantasy Award, and been shortlisted for the Nebula, World Fantasy, Locus, Southern Book Prize, and Goodreads Choice awards.

A former adjunct and Kentuckian, Harrow now lives in Virginia with her husband and their two semi-feral kids.

SPECIAL HORROR HOST GUEST:

COUNT GORE DE VOL

Count Gore De Vol began his career of hosting horror movies in 1973 on WDCA-TV in Washington, DC. In 1998, he took his program to the Internet, becoming the first horror host to do so. In 2018, he created his own Roku Channel, *Count Gore De Vol Presents* providing ten new video offerings every month.

Count Gore is played by actor Dick Dyszel, who also produces the program. He has appeared in several feature films including, *The Alien Factor*, *Nightbeast*, and *Galaxy Invader*, and was the subject of a feature-length documentary on his career called *Every Other Day is Halloween* now available on an extended Blu-Ray.



COSPLAY

We take cosplay so seriously at RavenCon that we've got major costuming events EVERY DAY of the con!

Friday:	The Cosplay Showcase	8:00pm
Saturday:	The RavenCon Masquerade	7:30pm
Sunday:	Kids' Cosplay Parade	11:00am

The **Cosplay Showcase** is a non-craftsmanship contest that will take place after Opening Ceremonies. The Showcase is open to cosplayers of every skill level—from homemade costumes to store-bought. While veterans of cosplay competitions may take part, it is designed to allow newer cosplayers to get up in front of people and feel what it is like to be on stage. Guest cosplayers will be encouraged to walk with the attendees to give them tips and help them grow.

The **RavenCon Masquerade** will be held on Saturday night. To participate, you must register on our website (www.ravencon.com/applications/costume-contest-application) before 2:00pm on Saturday. The Masquerade is open to all ages and focuses on craftsmanship (with bonus points for presentation and performance).

The **Kids' Cosplay Parade** is an opportunity for our younglings to show off their costumes, get their pictures taken (if they want), and have fun!

There are also several photo sessions scheduled throughout the weekend, a costuming track full of great panels and workshops, a costume triage room (3rd Floor, Jefferson) for last-minute repairs, and an entire room reserved and decorated for any-time photo sessions.



THE RAVENCONNIE AWARD

Past Winners

2008	1984: A Brave New Worldcon
2009	1984: A Brave New Worldcon
2010	Baen Barflies
2011	Baen Barflies
2012	1984: A Brave New Worldcon
2013	Klingons
2014	Scientific Bastards
2015	DC17: Worldcon Bid Party
2016	Superheroes & Sidekicks
2017	Geek Gala/ConCarolinas
2018	Insane Asylum
2019	Quark's Bar
2020	No Award Given (COVID)
2021	No Award Given (COVID)
2022	No Award Given (COVID)
2023	Alien Peril Roaming Lab Party
2024	Alien Peril Roaming Lab Party

Every year, RavenCon presents an award for the best party—The John Jones Memorial Award for Excellence in Partying, aka the RavenConnie. Everyone gets to vote! Ballots will be available in Con Ops and at the Registration Desk (smart entrants will have copies of the ballot at their party). Completed ballots will also be collected at those locations and must be turned in by noon on Sunday.

The Rules

1. The party must be registered with the convention.
2. The party must be open to all con goers.
3. If you serve alcohol, you must see identification. **No underage drinking.**
4. Please keep noise to a minimum, there may be non-convention guests staying near you.
5. No party (or host) can win more than two consecutive years.
6. One vote per person. Votes without a valid badge number will be discarded.
7. The Convention Rules (see page 5) must be followed.

The winner is announced at the Con in Review panel (Sunday, 3:00 p.m.) and the award is presented at Opening Ceremonies the following year.

THE CHARITY AUCTION

RavenCon tries to be active in local community service. Each year we hold a Charity Auction to raise funds for that year's designated charity—usually an organization that is important to one of our staff. Our programming guests, dealers, and attendees all generously donate items to be auctioned off. So far, RavenCon has raised over \$22,000 for charities and non-profit organizations.

RavenCon is supporting **The Dandelion Hive** this year. The Dandelion Hive works collaboratively with community and professional partners to increase funding and

programming around mental health and recovery resources that center the most marginalized and intersectional people in the LGBTQIA+ community.

The Charity Auction will be held Saturday night at 9:00pm in King William (the Jefferson Building). Hosts Billy Flynn and O. Hai Mark always ensure it's a fun and exciting event. Not to be missed!

If you have any items that you would like to donate to the Charity Auction this year, please bring them to Con Ops (Jefferson Building, 3rd Floor).

THE WEBSTER AWARD

The Webster Award is named for our good friend, RavenCon regular, award-winning author, well-respected member of the science fiction community, and much-missed mensch: Bud Webster.

To be eligible, a book needs to be authored by someone living in Virginia within one year prior to RavenCon. We have an open nomination process where anyone can follow a survey link on our website or Facebook page to make a nomination. The top placing nominations are then placed into contention (after we've verified eligibility). We have open voting online as well as an anonymous panel of judges. It's a preferential voting system (first, second, and third place votes are all counted with a first place vote carrying more weight than a second place vote, and so on) with the online first place winner being counted as one

equal vote amongst the anonymous judges. In the event of a tie, the second and third place online winners will also be counted.

This year's nominees are:

- Nicole Glover — *The Improvisers*
- Dennis M. Myers — *Broken Trust*
- Jennifer R. Povey — *Kyx*
- R.R. Virdi — *The Doors of Midnight*
- Leona R. Wisoker — *Lies of Stone*

The winner will be announced on Friday evening, at Opening Ceremonies. Nominations for next year will be opened up in May. Keep an eye on our Facebook page for announcements!

SHUTTLE SERVICE

As RavenCon continues to grow we do experience the occasional growing pains—like parking shortages. In order to alleviate some of these problems we have been running a shuttle van the last few years and it's been a big hit. We'll take you to and from the overflow hotel (the Hampton Inn & Suites), to local restaurants, or out to do a little quick shopping. Virginia Crossings is an amazing location for hosting a convention so we're doing everything we can to make this location work for us.

Just give us a call and we'll come get you!

804-728-0729



Philcon 2025

November 21-23, 2025
DoubleTree by Hilton Cherry Hill, NJ



Charles E. Gannon

Charles E. Gannon

Principal Speaker

Sara Felix

Artist Guest of Honor

Adam Stemple

Musical Guest



Sara Felix

Enjoy a Weekend of:

- Panels, art show, masquerade, concerts, gaming, anime, writers' workshop, meet the pros, filking, vendors and more!
- Free parking
- Public transit access

Rates through 6/15/25:

Adults - \$60

Students (with Student ID) - \$35

Active Military - \$40

Teens (13-17) - \$30

Children 7-12 - \$25

Children under 7 at Philcon - Free



www.philcon.org
www.facebook.com/Philcon.PSFS

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PROGRAMMING GUESTS

April J. Asbury

April J. Asbury is a writer, teacher, and editor from southwest Virginia. She earned her M.F.A. from Spalding University and M.A. from Hollins. Her poetry and short stories appear in *Artemis Journal*, *Still: The Journal*, *Gyroscope Review*, *Pine Mountain Sand & Gravel*, *Songs of Eretz*, *Women Speak*, *Power of the Feminine I*, *Up Your Ars Poetica*, *Floyd County Moonshine*, *Anthology of Appalachian Writers*, and other publications. Her poetry collection, *Woman with Crows*, is available on apriljasbury.com.

Asylum 213

Asylum 213 was established in the summer of 2010 as a solo project for singer/guitarist, Dylan Lawson until it morphed into a full band in 2019. Once described as an “alt-rock wonderland” (*The Auricular*, 2018), Asylum 213 have taken the east coast and surrounding regions by storm, garnering notoriety for their chaotic, high-energy, jaw-dropping, and unpredictable live performances presented at every stage or living room they are booked. Asylum 213 blends elements of sludge, rok, shoegaze, alternative, mathrock, pop, trip-hop, metal, and noise in a titanic wave of aural euphoria; passionately packaged and delivered to all ears willing to listen. The songs draw from our many varied influences including science fiction and other pop culture favorites.

For fans of Kero Kro Bonito, Don Caballero, The Butthole Surfers, Anamanaguchi, Psyopus, The Smashing Pumpkins, Bukethead, The Dillinger Escape Plan, Mr. Bungle, and Tub Ring.

Dr. J. “Cal” Baldari

Dr. Cal Baldari is a retired U.S. Army Sapper and military instructor turned professor of ethics. His research credits include alternative military ethics, Aristotelian excellence, moral conflict in literature, implicit bias mitigation, modern heroics, RPG morality, and many others. He has published both academically and creatively, with author credits in short military science fiction and fantasy, as well as philosophy. As an avid table-top role-player, Cal has run games for over a dozen systems professionally, and many more for fun. He also runs BEC Ltd., which provides expert services for authors, game designers, and comics writers; advising on ethics and consequences both within the stories they write and the effect it has on the reader. Finally, Cal is firmly entrenched in the battle to bring diversity and inclusivity to fandom. His work on implicit

bias often references the broadening of “geek culture” and the awesome efforts many geeks have put forward to make this hobby one in which everyone, absolutely everyone, can enjoy it with impunity.

JM Beal

I started writing seriously in 2001, behind the check-out counter at Walgreens on leftover receipt paper or whatever I could get my hands on, with a novel full of drama and romance and epic sword battles. In all honesty it will probably never again see the light of day.

It’s been a long road since then, through different genres and projects and full of life events that keep getting in the way of what I’d like to be doing with my writing. Still, I’ve always got a new idea in the works.

In the grand tradition of writers who dream big, and jump without looking, a friend and I launched a publishing company in June of 2014. You can find us at Golden Fleece Press.

R.S. Belcher

R.S. (Rod) Belcher is a newspaper and magazine editor and journalist. He is the 2022 Webster Award Winner and was the Grand Prize winner of the *Star Trek: Strange New Worlds* anthology contest.

Rod has been a private investigator, DJ, a comic book store owner, and worked with the Occult Crime Taskforce for the Virginia General Assembly.

His novels include the Golgotha series (*The Six-Gun Tarot*, *The Shotgun Arcana*, *The Queen of Swords*, and *The Ghost Dance Judgement*), the *Nightwise* series (*Nightwise*, *The Night Dahlia*), and *The Brotherhood of the Wheel* series (*The Brotherhood of the Wheel*, *King of the Road*). Rod’s novel adaptation of the film *MiB International* was published by Titan Books. His Audible Originals space opera audiobook, *The Queen’s Road*, is available as a book from Falstaff Books.

He is currently finishing work on a stand-alone novel, *Ink and Ash*. His fifth *Golgotha* novel, *The Hanged Man*, releases in fall of 2025 from Falstaff Books.

Rod has spoken and taught at numerous conferences and universities. He hosts programs on his Patreon Discord channel, as well as on a YouTube channel called *The Knave of Pens with R.S. Belcher*.

He lives in Virginia with his children, Jon, Emily and Stephanie, and his grandchildren, Torri, Sofiyah, Julian, and Jaxson.

James Blakey

James Blakey has published fifty short stories across a variety of genres and is a three-time finalist for the Short Mystery Fiction Society's Derringer Award, winning in 2019 for his story "The Bicycle Thief." As an active member of the writing community, he leads critique groups in Harrisonburg, Charlottesville, and Shenandoah County, and serves as the Secretary of the Rocktown Writers Guild. His debut novel *Superstition*, a paranormal thriller, was released by City Owl Press in 2024. James is also the publisher and co-editor of *Charlottesville Fantastic: Arcane Echoes From Virginia's Heartland*, an anthology featuring speculative tales set in and around Charlottesville. When not crafting stories, James explores the outdoors having summited forty of the fifty US state high points, or embarks on bike-camping adventures along the East Coast. He resides in Broadway, VA. Discover more at JamesBlakeyWrites.com.

Jennifer Brinn

Jennifer Brinn grew up with her nose in a book, reading everything with a dragon, a spaceship, or a horse on the cover. While she always told herself stories, it never occurred to her to write them down until she needed an elective in high school and chose creative writing.

She proudly writes in cursive with fountain pens, knows many useless facts, and loves putting stickers on things. Her retired racing greyhound and Cardigan Welsh Corgi let her pretend to be leader of the pack as long as she provides the right snacks.

Doug Burbey

Doug Burbey, author of the *Blood War* militarized urban fantasy series, is constantly preparing to: repel the demon hordes, slay zombies, brew beer, and defeat the insidious plots of the bureaucratic machinery. Doug grew up in Asia as a military brat and went to college in Michigan. He then served in numerous Army positions and wars around the world before retiring his combat boots. Doug now is a military technology development program manager by day and demon slayer by night. With muddy boots and a cold beer in hand, he spends his spring/summer weekends as a gentleman farmer tending to his hops vines and apple orchard. Doug's books can all be found on amazon.com. Get even more information on the current and future Bad Ash Publishing releases at badashpublishing.com.

Stephen Burks

Stephen Burks is an illustrator living in Virginia who creates fantasy and pulp illustrations. His work has appeared

in indie comics, webcomics, and pulp magazines where he won awards for his interior pen and ink illustrations. He is passionate about storytelling and tabletop gaming and has a Master's in Creative Writing. Stephen draws inspiration from the art of realism, commercial posters, and the golden age of illustration.

With Iconograph Studios he created the *Our Last Gasp* webcomic, multiple comics, and wrote and directed episodes of the comedy web series *Phenomena: Probing the Paranormal* as well as several short films. His art appears in multiple volumes of the award-winning *Pulp Reality* anthology including the cover of *Volume 3*. His interior art in *Pulp Reality, Volume 2* won the Pulp Factory Best Interior Art in 2022. Stephen created trading cards for Marvel, Upper Deck, Stormgate Press, Bad Axe Studios, and others. His published comic covers include work for Radical Visions Comics and Pocket Jack Comics as well as others.

Andrew Caballero

Andrew Caballero brings over fifteen years of experience in science, engineering and technology for Department of Defense (DoD) customers like the U.S. Army, Air Force, and Navy through companies such as Textron Systems, Northrop Grumman, and Peraton Labs. Specializing in electro-optics and solid state physics, he routinely propagates lasers through various materials to induce specific effects. He has worked on systems ranging from underwater autonomous vehicles and acoustical tracking to space-based optical imaging and ad hoc wireless networks as everything from a technician to a chief systems engineer. Growing up an Air Force brat, having been all over the world with hobbies including marksmanship, American history, scuba diving, sailing, computers, electronics, and the *Fallout* universe, he brings a peculiar perspective to his activities. Always looking to slay super mutants and demons! (See the *Blood War* urban fantasy series by Doug Burbey and Mel Todd at badashpublishing.com).

Krista Cagg

According to her mother, Krista has lived in her own imagination since birth. The real world let her down. It was, frankly, boring beyond belief. After she discovered fantasy novels and comics there was no going back. This didn't win her any popularity contests (or dates) until after high school. Art school introduced her to other geeks and the wonderful world of *AD&D*. A love for RP eventually led to LARP (the goth/vampire era of her life). Finally, sci-fi/fantasy/fandom conventions introduced her to the beautiful world of steampunk. Music. Clothing. And books. She

dove into the books she took a shine to and absorbed them. But something was missing. She wasn't satisfied. During her recovery from neck surgery something she'd heard somewhere stuck out in her mind: "If you can't find the stories you want to read then write them yourself." On a couch in Savannah, GA. with *Sons of Anarchy* playing in the background, *The William's Hunt* began.

Currently, Krista lives in her home town in Pennsylvania with four cats and a husband.

Roger Carden

Roger and Janet Carden are the husband-and-wife team behind *The Halfling and the Spaceman: Journeys In Active Fandom* (2022-present). *The Halfling and the Spaceman* is a podcast featuring a series of conversations with creators as they detail their personal journey from becoming inspired by fandom to being creators in their own right.

Roger is also the producer of *Applied Game Mastery*, which explores the question "how do you become a legendary game master?" through interviews, reviews, and actual-play.

In addition, the Cardens also published *Crimson Streets* (2016–2023), an online magazine and associated anthology series dedicated to fiction in the style of the pulp magazines of yesteryear. *Crimson Streets* focused on fast-paced stories of action, adventure, and intrigue—from hard-boiled detectives and dangerous dames, to bold aviators and unspeakable horrors.

Before starting *Crimson Streets*, Roger and Janet worked with a team which published *The Familiar* (1988–1998), a professional print magazine dedicated to role-playing and adventure games.

Roger is a co-founder of the Game Publishers Association and an early supporter and member of CAR-PGa, the Committee for the Advancement of Role-Playing Games. Both enjoy playing "let's pretend" with their friends via tabletop role-playing games. Janet is a fan of mystery and crime novels, whereas Roger is a fan of classic science-fiction and fantasy. They both really enjoy genre movies; the good ones... and the really, really bad ones.

Sammie Cassell

Sammie Cassell is a NC-based actor, producer and comedian. He has been seen in *Halloween Kills*, *Eyes of Tammy Faye*, *Please Don't Destroy*, *Hunting Wives* and many local films. He does improv comedy out of the Idiot Box Comedy Club in Greensboro, NC and is a performer with the Channel 53 sketch troupe. Known in some circles as Sammie the Comic Book Man. He's also VP of Wreak Havoc Productions.

Dexy Collier

Dexy Collier is a Richmond musician that draws a lot of inspiration from their nerdy passions. One of the biggest being Edgar Allan Poe, hence the name of her solo project, Tear Up the Planks. She also plays bass for Asylum 213, a mixed bag experimental noise rock/metal/mathrock/shoe-gaze band that tackles serious topics while blending all these genres and incorporating memes, pop culture references and high energy fun.

Fredrick Corry

Fredrick Corry finds "Nothing is impossible, just improbable," at least that's what MacGyver has taught him. Father a woodworker, metalworker, electrician and his mother a seamstress he has acquired unique set of skills.

Randee Dawn

Randee Dawn is the Brooklyn-based author of the new dark rock n' roll fantasy *The Only Song Worth Singing* (Arc Manor) and the humorous pop culture romp *Tune in Tomorrow* (Solaris Nova, 2022). She had two other books out in 2024: *Leave No Trace* (dark fantasy, Arc Manor) and *We Interrupt this Program* (follow-up to *Tune*, Solaris Nova), and many short stories published in horror, fantasy and SF anthologies, including *Dark Spores: Stories We Tell After Midnight, Vol. 4* (Crone Girls Press). In addition, she's a veteran entertainment journalist writing for *Variety*, the *LA Times*, *Today.com* and *Gold Derby* who covers the film, TV, and music beats. If she can't make you laugh, she'll try scaring you. More at RandeeDawn.com.

James E. Deeley

Jim Deeley is the founder and lead writer at Apotheosis Games & Publishing and also publishes his own work under the impression of Apotheosis Adventures. A passionate fan of fantasy, science fiction, and history since his early boyhood days climbing castle towers all across England, Jim's life was forever changed one fateful autumn night in 2000 when he was invited to join a game of *Vampire: The Masquerade* at his local comic book shop; over the 20+ years since then, he has been trying to run the perfect role-playing campaign. While Jim hasn't managed that yet, he has developed a series of panels on writing and running tabletop RPGs that he is working on turning into at least one book if not a series. Jim has also written for a number of game publishers both great and small, and has recently quit his second job to become a full-time professional Game Master, running games almost every night of the week—doing what he loves and getting paid for it! Jim Deeley holds a Bachelor of Arts in Political

Science from Christopher Newport University with a minor in Theatre Arts, with graduate work completed in International Studies at Old Dominion University, all of which informs his writing. When he's not working for The Man by day and Living the Dream by night, Jim enjoys reading and writing fantasy and historical fiction, video games, comic books, bad sci-fi and fantasy movies, anime, hacking/slashing/shooting arrows at stuff in the backyard and attending comic book conventions, Highland Games, Renaissance Faires, and Pirate Festivals with his beloved, equally nerdy wife—in full kit, of course.

You can follow all the things Jim is up to at linktr.ee/renaissnceman.

Dirty Metal Lefty

Dirty Metal Lefty comes *Straight Out of Nowhere* with an eclectic, heterogeneous blend of dark, soulful alternative rock with blues, metal, and jazz undertones. Acoustic or electric; solo or band; this devil-may-care singer-songwriter is unapologetic, raw and fails to disappoint.

Jett Dixon

Jett has been attending and assisting at conventions for over a decade. *Apple of Your Eye Cosplay* is Jett's Facebook page for all things cosplay, showing off her thrift- and scrounge-style of work. She modifies pieces she's found in stores to fit her cosplay goals. Her favorite styles of cosplay are from *Star Trek*, Marvel, cartoons, and musicals.

Raised on a steady diet of '80s and '90s sci-fi, Jett adores all things *Star Trek*, enjoys *Star Wars*, *X-Files*, and *Firefly*, and watches way too much anime. She has family ties to NASA and the Goddard Space Flight Center. A solid gamer girl, she's spent hours in *World of Warcraft*, *Final Fantasy XIV*, *Pokémon Go*, and multiple *Animal Crossing* games.

DJ Drae

DJ Drae has been spinning since 2005. (S)He has entertained at club nights such as The Dawning, Umlaut, and Goth Night in Charlottesville and has toured to other clubs and venues around Virginia. (S)He has been a host of *Les Temps Per Due*, a '70s-'90s themed throwback show, on WNRN since 2005. (S)He has also entertained at RavenCon since 2010, as well as at other sci-fi conventions.

Tom Doyle

Tom Doyle is the award-winning author of the *American Craftsmen* trilogy from Tor Books, a saga of modern-day magician soldiers and psychic spies fighting their way through nightmares from the worlds of Hawthorne and Poe.

Tom's latest work for Graphic Audio is the *Agent of Exiles* series of supernatural spy adventures in the 6th century BCE. His recent SF novel, *Border Crosser*, follows the far-future journeys of Eris, a psychologically extreme secret agent whose shifting loyalties cause chaos wherever she goes in the galaxy.

Many of Tom's short stories and readings are available on his website: tomdoyleauthor.com. He has survived Harvard, Stanford, and cancer.

Drag ex Machina

Drag ex Machina is a drag show by nerds for nerds. This show has a variety of performers from many different backgrounds, all based in Virginia. Drag ex Machina blends a rich history of queer art with the passion of fan communities. We are here to represent all your favorite genres and look good doing it!

Featuring performances by Jackyl Lantern, Jelly Goblin, Dren Manduesa, Mad Maxii, Fellow Plastic, and Nuria.

EAE Cosplay

Hi! My name is Anissa of EAE Cosplay. I have been sewing, prop-making, and cosplaying for the last ten years. Outside of cosplay, I enjoy writing and being a teacher for children with autism, and that bleeds into my steadfast passion and advocacy that cosplay is for all!

Marcos Eguia

Marcos Eguia is a fantasy author, tattoo artist, illustrator, polyglot, father, husband... and quite a few other things. Marcos' first book, *Fortitude*, is a stunning novel (with visual art inside the book and prose you'll fall in love with) that will appeal to fans of R.A. Salvatore, Sabaa Tahir, and Patrick Rothfuss. Marcos is currently a Virginia-based author.

Billy Flynn

The Wonderful Billy Flynn brings the funny every day on *Geek Radio Daily!* His daytime alter ego is mild-mannered (well, that part is a stretch) radio station personality at Rejoice! Richmond in Virginia. He actually gets paid to sit on his butt and run his mouth! His education is from UNC-Wilmington, the Columbia School of Broadcasting, and University of Phoenix. When he is not gracing the podcasting airways with his comedic stylings, you can find Billy Flynn on Nintendo Switch (Friend Code: 4621 8841 4224), hosting trivia nights around the Richmond area, watching movies, reading comics, or just relaxing.

The Flynnstress

The Flynnstress brings a sultry, feminine voice to Mondays on the *Geek Radio Daily* show. Flynnstress is originally from Maryland, and went to school at George Mason University and University of Phoenix. The Richmond, VA area is now her home. She helps teachers integrate #LifeReady skills in the classroom with inspiring ed tech. Flynnstress was not always a geek; husband, Billy Flynn, got her hooked on favorites like *Star Trek*, *Battlestar Galactica*, *Doctor Who*, and *Firefly*. A former derby girl (Thistle Hurt) she now spends most of her time geeking out the next generation (her daughter MJ) or snuggled up with a book. Flynnstress also loves to travel, watches too much TV, admits to being addicted to Facebook, and is trying to save the earth, one recycled bottle of Coke at a time.

Frayed Knot Massage

Frayed Knot Massage is a small, boutique, veteran-owned mobile massage outfit based in Richmond, VA. Frayed Knot proprietor, N. Doc Thomas, views massage therapy as a form of healthcare. Be it a series of sessions or just one time, Frayed Knot Massage aims to make personalized treatment more accessible to anyone in need.

Tera Fulbright

In Tera's world, she is dedicated to driving stronger engagement at her place of work, creates innovative programming for SF conventions—including her own (ConGregarate), and writes short stories that tug on the emotional heartstrings of her readers.

With over twenty years of event planning experience, Tera Fulbright uses that knowledge to create new and different programming at ConGregarate—a convention for the fans, by the fans. Outside of fandom, as a SHRM-CP and PHR certified human resources professional, she works at the Center for Creative Leadership as a Total Rewards Administrator.

She is also the author of several short stories including her first, "History in the Making," published in the anthology *Rum & Runestones* in 2010. Her stories have continued to be published in various other anthologies, including *Athena's Daughters* and three *Tales of Fortannis* anthologies. Her last story, "A Charming Encounter," was published in *Tales of Fortannis: A Bard Act to Follow*.

When not writing, working or running cons, you can find Tera with her family and friends playing Pathfinder, coming up with a new costume idea or curled up with a good book.

Ghostbusters: Don't Make Me Laugh

It's a rookie Ghostbuster's first job—can he show his surly teammate he has what it takes to catch a pesky poltergeist? *Ghostbusters: Don't Make Me Laugh* is a fan film created by the members of the real Ghostbusters, Virginia.

A.M. Giddings

A.M. Giddings is a writer, scientist, and independent filmmaker from North Carolina. She has a PhD in Microbiology and authored multiple scientific articles in virology, cell line design, and gene therapy. She is the author of the futuristic dark fantasy series *Dance of Ages*, which begins with *Shadow into Light*. Recently, she has had short stories published in various anthologies and has written and directed a short horror film with Sick Chick Flicks. She is also the co-director of the Sick Chick Flicks Film Festival.

Sean Gleeson

Sean is a fan of film and television of all types, but especially horror and sci-fi of all types. He is one of the hosts of the *Doctor Who's That?* podcast (currently on hiatus for health reasons), as the "Expert Host" on the show.

Sean lives alone in a dusty apartment, surrounded by movies, books, and memorabilia. His cat, Spock, silently judges him, unless it's feeding time; then Spock loudly and bitinglly judges him.

Nicole Glover

Nicole Glover is the author of the historical fantasy series, *Murder and Magic*, which included *The Improvisers*. When she's not writing, she's working as a UX researcher where her knowledge about murder and other mysteries is surprisingly useful. *The Improvisers* is a finalist for this year's Webster Award.

David Godwin

David A. Godwin was born in Tennessee, during a simpler era when daydreaming was still allowed. He prefers to spend his time exploring made-up worlds filled with magical creatures and endless possibilities, and is often observed in deep conversation with his imaginary friends.

His first epic fantasy novel, *Eyes of the Blind*, was released in 2018, with new books in the *Guardian's Prophecy* series arriving every year thereafter. Mr. Godwin currently lives with his family in Virginia.

Jason T. Graves

Jason is a writer of words, a doodler of drawings, and fixer of other peoples' words and doodles. Many years ago, he

founded Prospective Press. Before that, he slogged through University and earned a Master of Science degree in the Arcana of Genetics. Oh, and he was once punched—lightly—by Muhammad Ali. You should ask him about that last one, because no one ever does.

Shane Gries

Shane Gries is a retired soldier, student of history, and Dragon Award finalist. He spent over eighteen years serving overseas in Europe, Asia and Oceania, and can order beer in several languages. Shane started off as a young enlisted man and then commissioned later on as an infantry officer. He's a graduate of airborne school, ranger school, earned his expert infantryman badge, and did some time in combat. He's even got a family hanging around someplace that continues to put up with his nonsense.

Robert E. Hampson

Dr. Robert E. Hampson is a neuroscientist, professor, and science fiction author who spends his days decoding how memories work and his nights trying to remember where he left his keys. With a PhD in Physiology & Pharmacology, he's been on a lifelong quest to figure out what's going on inside our heads—though he's still baffled by how people can willingly watch bad sci-fi with terrible science. When he's not mentoring students or conducting cutting-edge research on brain-computer interfaces, he's crafting hard science fiction that's as accurate as it is fun.

In 2015, Dr. Hampson turned his love for science fiction into a writing career, proving that yes, scientists can do more than just stare at lab equipment. His stories, which often involve futuristic medical tech and military adventures, have earned him praise for being “hard science fiction with a vengeance”—but he swears he's really a nice guy.

As a professor at Wake Forest University School of Medicine, Dr. Hampson teaches science communication, ensuring young scientists know how to explain their research to the public without sounding like they're from another planet. With over thirty short stories, several novels, and countless lost pens, he continues to explore the exciting—and sometimes baffling—worlds of both science and fiction.

Jenna Hamrick

Cosplayer, artist, fan, and glorious harbinger of chaos, Jenna loves all things geeky. Combining twin passions of psychology and nerdity, she enjoys seeing what new ideas can be found in exploring and sharing fandom.

Randall Hayes, PhD

Randall Hayes, “your friendly neighborhood neuroscientist,” studied stroke patients and built computer models of sea slugs’ neural networks before getting involved with teaching and science communication for the public. His first podcast, *VSI: Variation Selection Inheritance*, was funded by the National Science Foundation through the Beacon Center for the Study of Evolution in Action. He's written probably three books’ worth of blog posts over the past decade, and for four years he was a science columnist for *The Intergalactic Medicine Show*. More recently he's been publishing articles in *Utopia Science Fiction*, *ParABnormal Magazine*, and *Trollbreath Magazine*, among others. Even more recently he's been publishing fiction with *Lackington's Speculative Fiction*, *The Storyletter*, and *Illustrated Worlds*. Updates and fresh fiction are available at his free newsletter *Doctor Eclectic*, randallhayes.substack.com.

Morgan Hazelwood

Morgan Hazelwood writes from her lair in Northern Virginia and collects rejection letters. Her short story “Just a Hike In The Woods” was published by the *Dark Recesses* webzine in January 2022. She's shared “Writing Tips & Writerly Musings” since 2015, first as a blogger, and then as a vlogger and podcaster. These days, she mostly does productivity sprints every Sunday on her YouTube and Twitch channels, eats snacks, and binge reads paranormal gay romances.

Sean Heare

Long-time Virginia convention icon and full-time purveyor of chaos, Sean Heare is back at RavenCon with his trivia game *Alien Peril* and his award-winning wandering room party. Armed with a rolling cooler of Lou Ann's infamous Jell-O shots and other mysteries best left undisclosed, Sean brings the perfect mix of humor, intellect, and an uncanny ability to make deadpan sarcasm look effortless.

By day, Sean swaps his party hat for a serious one: he's got a Juris Doctor from American University and graduate chops in Counterintelligence, Cybersecurity, and Emerging Technology. As the Information Director for National Security Counselors—a nonprofit dedicated to prying open the vaults of secrecy—Sean's technical advice helps their attorneys keep the national security world on edge.

Formerly a casual conspiracy theory aficionado, Sean now dedicates himself to combating misinformation, one implausible rabbit hole at a time. Want to chat about the eschaton, singularities, or whether we're all just NPCs in someone's simulation? Sean's your guy.

If Sean has a new book it will be out in December 2025.

Harry “Jack” Heckel

Harry Heckel started writing role-playing games as a freelancer in the '90s and never looked back. Today, he co-authors two series of novels as Jack Heckel and co-authors *Warhammer 40k* books as Lee Lightner. He can usually be found at RavenCon carrying a stuffed dragon named Magdela. He's also Vice-President of the Virginia Writers Club. You can find him at HarryHeckel.com.

Hiphopmcdougal

Hiphopmcdougal is the brainchild of Julian Biggs and Charlie Hodgson. They decided to take their shared love of video games, cryptids, Weezer, and pizza, mix it all up, then rap and sing about it over everything from classic hip hop beats to mariachi music. Over the last fifteen years they have released three full-length albums, four EPs, and numerous singles. All of their music can be found on Spotify and Bandcamp.

Frank “Uncle Grayhawk” Huminski

Uncle Grayhawk originally hails from south-central New Jersey (not far from Philly) and is a former professional theater technician who now makes a living as a senior Windows admin for a secret branch of the federal government that resides within the walls of NOAA.

Or something like that.

More than forty years ago, Uncle Grayhawk opened a Christmas present to find a blue and white box sporting a picture of a dragon, bearing the title of “Dungeons & Dragons”. This jump-started a long time love affair with TTRPGs, with much of his time spent in the DM's chair. In the early '90s, he was introduced to fan conventions and began volunteering, mostly in the realms of gaming, Security/Public Safety, and Operations.

Now, nearly three decades later, Uncle Grayhawk has served on the demo teams for several game companies, helped run more conventions than he cares to remember, amassed what can only be described as a ridiculous number of board games and TTRPGs, and acquired an equally absurd repertoire of stories that he uses to entertain and educate. He has contributed to a few RPG supplements, playtested several board games, and dabbled in podcasting. He holds a BA in Communications & Theater Arts from McDaniel College, is the parent of two adult geeks, and runs a weekly online D&D game.

You can find his ramblings on the web here: linktr.ee/unclegrayhawk.

JC Kang

RVA Katana started innocently with the acquisition of a Song Dynasty replica sword for JC Kang's Epic Fantasy Bookstagram photo shoot, and exploded into a brick-and-mortar sword shop with nearly 400,000 social media followers.

David Keener

David Keener is an author, editor, and public speaker who lives in Northern Virginia with his wife and two, oops, three, inordinately large dogs. He writes SF, fantasy, and mystery but loves mashing up his favorite genres in new and unexpected ways, as seen in books like *Jonelle Crosse* and *Road Trip*. He is the editor of two anthologies, *Fantastic Defenders* and *Fantastic Detectives*. He is a founding member of the *Hurlings Podcast Project*, covering writing-related topics. David also frequently speaks at conventions, where he often conducts writing workshops.

Pamela K. Kinney

Pamela K. Kinney gave up ignoring the voices in her head and has since written horror, fantasy, science fiction, a children's picture book, poetry, and paranormal nonfiction. Her horror short story, “Bottled Spirits,” was runner-up for the 2013 WSFA Small Press Award. Her poem, “Dementia,” (*HWA Poetry Showcase, Vol. VII*) received a mention in *Best Horror of the Year, Vol. 13*. Her children's faerie picture book, *Christmas Magic*, took second place in the “Children's-Holidays” category of the BookFest Awards, Spring 2024. In 2024, she had a story and a poem in *The Haunted Zone*, a charity horror anthology; a story published in the horror anthology, *Vinyl Cuts*; a story in *Halloweentology: Witches' Brew*; and a poem in the Terror at *Miskatonic Falls* anthology. Also, her YA dark fantasy novel, (first in the *Moon Ridge, Virginia* trilogy) *Demon Memories*, was released October 15, 2024. She is currently working on a new nonfiction book for Schiffer Publishing about ghosts/cryptids/UFOs around the Appalachian Trail, as well as the second book in her *Moon Ridge, Virginia* trilogy.

Pamela and her husband live with one crazy black cat (who thinks she should take precedence over her mistress's writing most days). Along with writing, Pamela has acted on stage and film and investigates the paranormal for episodes of *Paranormal World Seekers* for AVA Productions. She is a member of Horror Writers Association, Virginia Writers Club, and James River Writers. Learn more about her at PamelaKKinney.com.

Kit's Craft Shop

Kit's Craft Shop is a woman-owned LGBTQIA+ friendly small business. The creativity started in childhood but the business was built in 2018. KCS's mission is to spread creativity and love through all creations. Our motto is to "Never Lose Your Fire and Stay Inspired". KCS also dedicates its time to educating communities in the realm of creativity, mental health, and safe crafting practices.

Jonah Knight

In early 2025, Jonah began exploring the supernatural in a new way: a storytelling magic show. In *The New England Spirit Sessions*, Jonah travels throughout New England telling true ghost stories augmented with magical effects. He will be performing a selection from this show (including the story of Edgar Allan Poe's ghost, frequently seen in Providence, RI) as well as a number of other bizarre magical tricks.

Jonah is also a published ttrpg writer. Most recently he has a campaign published for the game *Brindlewood Bay*. His actual play podcast, *Roll to Meddle*, has featured *Brindlewood Bay* for the past three years. He will be GMing a game or two here at the con.

He also loves escape rooms, having designed and built one himself. You might find him hanging about the RavenCon escape room.

Sean CW Korsgaard

Sean CW Korsgaard is a U.S. Army veteran, award-winning freelance journalist, author, editor, and publicist who has worked with *Analog Science Fiction & Fact*, Baen Books, and *Writers of the Future*, and recently became the editor of *Anvil* and *Battleborn* magazines. His first anthology, *Worlds Long Lost*, was released in December 2022, as was his debut short story, "Black Box." He lives in Richmond, VA with his wife and child, along with, depending on who you ask, either far too many or far too few books.

Debbie Manber Kupfer

Debbie Manber Kupfer grew up in London, but somehow ended up in St. Louis, MO, where she lives with her family—including two very opinionated felines. She works as a writer, editor, and puzzle constructor and is the author of the young adult fantasy series, *P.A.W.S.* and a number of children's picture books. Her puzzles have appeared in Tribune newspapers, Penny Press, and Dell magazines. She believes that with enough tea and dark chocolate you can achieve anything!

Aaron Laniewicz

Creator, Innovator, Putterer, Cat Dad, Pajama Pants Enthusiast

We can make it better, faster, funnier. I just need to make one more prototype first. Maybe two.

Favorite Quote/Family Motto: "Once again, I snatch defeat from the jaws of victory."

League of Space Pirates

League of Space Pirates is a band of scallywags from the future who kick out the jams while fighting the ultimate evil corporation: Übercorp. Captain Orlok and his gang of assorted thieves, scoundrels, and robots play high-energy 25th century rock-n-roll in the name of saving the universe. They provide the very latest in multivalent entertainment: incorporating music, costumes, and comedy while broadcasting from their tourship and making periodic stops at their favorite rest stop—planet Earth. The brain-child of artist Noah Scalin, League of Space Pirates is a collaborative science-fiction universe that manifests in a range of media, including live performances, internet broadcasts, music releases, novels, comic books, and more.

JM Lee

JM Lee is an indie fantasy author for both YA and new adult audiences. Her first book, *When October Ends*, was published when she was 13. In later years, she published the second and third book of the *Novus Proprius Chronicles* and a variety of short stories. Her latest project, *The Londinium Saga*, is a new adult, gas-lamp fantasy series that follows a witch and her friends as they try to stop a vengeful spirit after a seance gone wrong. Book two releases this summer! To learn more about her, visit her Instagram/TikTok profiles @jmleebooks.

O. Hai Mark

O. Hai Mark is an emcee, host, filmmaker, and content creator who loves a bad movie or two. You can catch him online at Game Nights, Poker Nights, Karaoke Nights, and his flagship show *Terrible Movies with Wonderful People*.

D.M. Mewha

D.M. Mewha lives in the magical land of "The DC Suburbs" where he does battle with monsters such as "Beltway Traffic" and "Wow, Everything Is Too Expensive" with the help of his talented and far-too-patient wife and an assorted menagerie of pets that she threatens to make weirder as time goes on (people don't really want skunks as pets, do they?). He writes sci-fi and fantasy in a variety of

flavors, and is a certified TTRPG nerd who dabbles in some tabletop wargaming, which sounds better than “he plays with little plastic guys and makes them go pew pew.”

Cass Morris

Cass Morris lives her life at the intersection of storytelling, performance, and education as a writer and editor of novels, short fiction, and immersive experiences. Her novels, *The Aven Cycle*, are Roman-flavored historical fantasy. She is also one-third of the team behind the four-time Hugo Award Finalist podcast *Worldbuilding for Masochists*. Cass works as Story Editor at Mythik Camps, providing writing and developmental editing for the mythology-themed summer camps’ interactive theatrical experiences, as well as other programming and media projects. Previously, she worked in the education department at the American Shakespeare Center in Staunton, VA. She holds a Master of Letters in Shakespeare studies from Mary Baldwin University and a BA in English and History from the College of William and Mary. Her novel, *From Unseen Fire*, won RavenCon’s Webster Award in 2020. Find her online at linktr.ee/cassrmorris.

Bill Mulligan

Bill Mulligan is an indie filmmaker, podcaster, and author, when he isn’t teaching high school science in Sanford, NC. As part of the thriving North Carolina indie film scene, he has served as a writer, director, and special effects craftsman for five feature films and over two dozen short films, including the award-winning *Belladonna*, *Cache Me If You Can*, *Fix It In Post*, and the upcoming *Emotional Support Demon*. As a podcaster, he can be found on *Gruesome Magazine’s Decades of Horror* (1970s and 1980s), *The Videostore Junkies*, and *Deep Images*. His first novel, *Raum*, made its official launch at RavenCon and he is looking forward to seeing his RavenCon family!

Murdermittens_

Mittens is a 32-year-old cosplayer, gamer, and fan fiction writer from South Africa, currently living in Virginia. They focus on inclusivity and low-budget cosplay and content. They hope to encourage folks who don’t think they have the money, the skills or the “perfect looks” to enjoy these hobbies and the fandom world.

Dennis M. Myers

Born and raised in central Minnesota, Dennis M. Myers developed a serious reading habit early in life due to the influence of his grandmother. In late high school he read

one particularly “awful” book and, with all that teenage hubris, decided that he could do better.

After spending a decade in the U.S. Navy as a submarine sailor, teaching younger sailors, and writing adventures for *Challenge Magazine*, he settled in Virginia. The next two decades found him writing down story ideas, compiling his thoughts on the universe, and dealing with all the disasters of life. He eventually compiled the ideas he had been saving into a timeline spanning several thousand years. In 2017 the opportunity came to write full time for several months. With the full support of his wonderful wife, May, he began the book that is now known as *Final Assembly*, the first of four novels in his series, *Rise of the Automated Empire*. All four are available on Amazon.

Dennis’s novel, *Broken Trust*, is a finalist for this year’s Webster Award.

Naychan Cosplay

Naychan is an award-winning central Virginia-based cosplayer who has been sewing and creating costumes for well over a decade. She takes pride in clean craftsmanship and adding personal details to every costume. Naychan strives to learn something new with each build and has found a real passion in bringing that knowledge to other cosplayers through panels and workshops at conventions all over the east coast. She truly believes anyone can cosplay and loves to empower that crafting spirit! Her favorite projects usually involve sewing, painting, rhinestones, and especially a crafted fake food prop.

Bishop O’Connell

Bishop O’Connell is author of the *American Faerie Tale* series and the award-winning novel, *Two-Gun Witch*, as well as a consultant, writer, blogger, lover of kilts and beer, as well as a member of the Science Fiction & Fantasy Writers of America. Born in Naples, Italy while his father was in the Navy, Bishop grew up in San Diego, where he fell in love with the ocean and fish tacos. After wandering the country for work and school (absolutely not evading mind-controlling bunnies), he settled in Richmond, VA where he writes, collects swords, revels in his immortality as a “visionary” of the urban fantasy genre, and is regularly chastised for making up things for his bio. He can also be found online at *A Quiet Pint* (aquietpint.com), where he muses philosophical on life, the universe, and everything, as well as various aspects of writing and the road to getting published.

CAPCLAVE 2025

**JOE HALDEMAN
GAY HALDEMAN
NAOMI KRITZER**

Guests of Honor



September 19-21, 2025

**Location: Rockville Hilton & Executive Meeting Center,
1750 Rockville Pike, Rockville, MD 20852**

**capclave@gmail.com; info@capclave.org
<https://www.capclave.org>; <https://www.wsfa.org>; <https://twitter.com/capclave>
Capclave is produced by the Washington Science Fiction Association (WSFA)**

Geneva Oleander

Geneva Oleander is a local RVA author with a lifetime of writing and storytelling pushing her to share her lived experiences (along with the stories of all the fairies, vampires, witches, and sexy aliens who roam her mind rent free). She prefers to break every convention she's ever encountered and tell the weirdest, sexiest stories possible. As a fan of the indie authors movement, River City Siren Press is her passion and home for every story she ever plans to write. She is a published short story writer, poet, and sci-fantasy (sci-romantasy) novelist.

Open High School Rocket Club

OHS Rocket Club is a model rocketry club in the city of Richmond, VA. Students compete in the American Rocketry Challenge, designing model rockets that safely launch and land 1-2 eggs while meeting specific altitude and flight duration requirements. The club also participated in NASA's Cubes in Space program and designed an experiment in a 4x4 cm cube to test the effects of radiation on yeast. This cube was then launched in a sounding rocket and scientific balloon. The team is currently determining the feasibility of space pizza.

Orthane Productions

Orthane Productions is a tabletop role-playing game studio creating *The Kingdom of Keshanar*. This is a fantastical re-imagining of what ancient Egypt could have been in a TTRPG world where the magic, the gods, and the monsters are real. Brought to you by an international crew of writers, game designers, artists, and historians, this *D&D 5e* campaign setting is even vetted by a PhD Egyptologist. Find out more at Keshanar.com.

Chad Ownby

Chad Ownby is a theatre teacher, film scholar, and podcaster from Richmond, VA. Chad has dedicated his life to educational theatre for the last fifteen years, directing numerous shows for children across all age groups. For his work in the field of educational theatre arts, he recently was the Richmond City Public Schools finalist for the Richmond Performing Arts Alliance "Nurture" Award, celebrating creating a safe, learning environment. He was also voted 2024-2025 Teacher of the Year at his middle school by his peers. In 2020, Ownby decided while he loves educational theatre, something was missing. He thought about how much he loved cinema and breaking down and dissecting different movies across genre's and eras. He eventually found out there is actually a degree for that and enrolled in the film studies program at Tiffin University,

where he graduated *summa cum laude* in 2024. Since then, Ownby has found a love for podcasting, hosting and producing multiple shows including: *Let's Talk Wrestling* and *Let's Talk Movies* where he and his hosts break down pro-wrestling and movies from multiple perspectives.

Chuck Parker

A performer for more than 35 years, Chuck Parker has filled many musical roles: heavy metal guitarist, singer/songwriter, jazz sideman, open mic host, filk circle regular, session player, and World's Okayest Bassist™.

Chuck has been a regular on the con circuit for more than a decade, and he's played ballrooms, biergartens and backyards all over the country, both as a solo performer and as the bassist for wizard rock icons The Blibbering Humdingers. He plays slice of life, confessional geek tunes that are often kind of funny, and his lyrics have been called "sensitive", "literate", and "hard to sing..."

His music may be found at chuckparker.bandcamp.com, and his musings at chuck-parker.net.

His most recent release is *Warmest Regards...* released in August 2024.

Carrie Jo Patton

Carrie Jo Patton hosts the *Unicorn Company Podcast*, a *BattleTech* focused miniatures gaming podcast and YouTube channel. Her YouTube channel focuses primarily on miniatures, miniature games, and *BattleTech* fiction reviews. Her podcast covers a variety of topics, from *BattleTech* lore and technology, to the intersection of the LGBTQ community and gaming. She has also helped to playtest a number of rulebooks and supplements for Catalyst Game Labs, including the *Alpha Strike Commander's Edition* and *PseudoTech: Arcade Operations*. In addition to her tabletop gaming experience, she is an established commission painter having won local awards, and placed in convention painting competitions. She is also an experienced 3D printing enthusiast, having worked with both FDM and resin printing.

In her personal life, Carrie enjoys reading, trying to paint original art on canvas, spending time with her partners, petting cats, and of course painting little plastic stompy robots. She has a interest in military history, going back to her childhood, when her parents bought her an over 400-page tome detailing the events of Pearl Harbor. Carrie has played everything from modern miniatures and board games to Avalon Hill games such as *Victory in the Pacific*, she also has a history of fundraising, having organized fundraisers for the Trevor Project, and having raised over \$15,000 dollars to help at risk LGBTQ youth.

J.E. Pittman

J.E. Pittman dabbles in many speculative worlds. He blurs the borders between genre and crafts salient lies to tell a measure of truth. His work has been described as: capriciously chimeric, dreamlike, and a vivid enigma with indelible images stamped on your brain. He independently publishes his darkly cozy urban fantasy series—*Felix Chance*—and his sci-fi action series—*Pandora Squad*—in addition to several web serials and anthologies. More at halfacrepond.com.

Alexandra Higgins (the Platypus Princess)

Alexandra Higgins (aka the Platypus Princess) is a self-taught singer/songwriter whose folk-indie sound evokes the spirit of Joan Baez (a direct quote heard randomly and unprompted at every performance!). Her voice, often described as angelic, carries melodies that mix ethereal beauty with sharp wit and compassionate wisdom. Inspired by video games, movies, comic books, and disability advocacy, she blends cosplay, wordplay, and colorful guitar play—with a pinch of sass.

Phillip Pournelle

Phillip Pournelle is a science fiction author, war game designer, operations analyst, and military strategist. He served in the U.S. Navy as a surface warfare officer, operations analyst, and planner for 26 years. He served on cruisers, destroyers, amphibious ships, and on an experimental high-speed vessel. He served on the Navy Staff conducting campaign analysis, in the Office of the Secretary of Defense doing mobility and naval analysis. He worked for five years at the Office of Net Assessment diagnosing the future of conflict and competition. He designs and executes war games, conducts modeling and simulation, and analysis on modern warfare for the Department of Defense and other organizations. He has written and spoken on the ethical use of Artificial Intelligence in warfare. He is currently a senior war game designer and operations analyst at Group W, a defense and analysis, modeling, and research company. He teaches war game design for the Military Operations Research Society. He wrote a chapter on the use of war gaming, modeling, and simulation in the book *Wargaming and Simulation* published by Wiley Press in 2022. He contributed to Jerry Pournelle's last *Janissaries* novel *Mamelukes* and recently submitted the second draft of the sequel to Baen Books. He has had several short stories and articles published on the themes of future conflicts. His latest short story "The Rules of the Game" was published by Baen Books in the *Robosoldiers* anthology.

Jennifer R. Povey

Born in Nottingham, England, Jennifer R. Povey (she/her) now lives in Northern Virginia, where she writes everything from heroic fantasy to stories for *Analog*. She has written a number of novels across multiple sub-genres. She is a full member of SFWA. Her interests include horseback riding, *Doctor Who*, and attempting to out-weird her various friends and professional colleagues. Find her on Facebook at facebook.com/jrpovey/, Mastodon at @NinjaFingers@universeodon.com, or Bluesky at @NinjaFingers.

Jennifer's novel, *Kyx*, is a finalist for this year's Webster Award.

Angela Pritchett

Angela is an award-winning, master-level cosplayer and educator. She started sewing from a very young age when her sense of style and love of dressing up like movie and TV show characters made her father and grandmother realize that "this child needs to learn how to sew."

With over twenty years of experience in the world of cosplay, special FX makeup, and film, Angela has focused on introducing new people to costuming/cosplay and FX makeup, helping create a fun and safe environment for all. When not working on cosplays, she has designed and created costumes and makeups for stage and screen. She loves the process of bringing a thought on a piece of paper to life. Angela also enjoys writing (several short stories and two cookbooks), directing (she has won numerous awards for her short film directing, as well as for her acting), and dressing up her two pugs—Jimmy and Dezzy.

Angela can be seen in a plethora of films and on TV, including *Plan 9*, *The Porkchop Trilogy*, *Bill Nye the Science Guy*, and the JG Wentworth commercial.

She has been a cosplay guest, judge, contest runner, and instructor at many conventions across the US. Her costumes have been featured in *The Washington Post*, *CosMode*, and multiple coffee table costuming/cosplay books. You can find her online on Instagram @Angalese or on TikTok @AngelaPlaysUkulele.

Pushing Dragons

We are Pushing Dragons, a *Dungeons and Dragons* live play with a twist. We take elements of cosplay, live action role-play, and improv to create a hilarious and interactive *D&D* adventure. Using a stripped-down version of 5th Edition, the audience rolls on behalf of the player characters and can influence the player's actions.

Unlike other live plays, we don't sit around the table. Our game is performed on a stage with the players and

monsters often venturing into the audience. It is an exciting and energetic experience with a lot of audience participation.

Sean Devereux and Brad McMurran are the creators of Pushing Dragons: An Improvised Dungeons & Dragons Adventure. When they aren't playing *Dungeons & Dragons* they can be found performing at the Push Comedy Theater. The duo have been performing sketch and improv comedy for nearly 20 years. Both studied at The Upright Citizen's Brigade Theater in New York City. In 2014, they opened the Push Comedy Theater in Norfolk, VA where they just celebrated two years of sold-out shows. The show has also made appearances at the Virginia Beach Funny Bone, MarsCon, Tidewater Comicon, and our own Dragon Faire.

Evan Ratke

Evan Ratke was born and raised in the suburbs of Richmond, VA. He holds a Bachelor of Science in Sociology from Longwood University and a Postgraduate Diploma in Arctic Studies from the University of Iceland. Somewhere between exams, papers, and an awkward attempt at a social life, he started work on what would eventually become his first novel, *Draagoon*, released in 2018. His sequel novels, *Chloe* and *Corday*, followed in 2019 and 2022 respectively. Ratke is an active runner and lives in Richmond. He is currently exploring new writing projects, including his fourth novel.

Kate Ressman

Kate is old enough that she doesn't like to tell people. She's been writing since elementary school and currently has three novels and a short story collection. She's got a Master's in Psychology, and a Master's in Leadership and Management. A science fiction and fantasy fan with just enough trivia in her brain to be dangerous. In her day job she works with CAFM (Facilities) software. She lives in DC with her family and an invisible cat.

Re: The Music of Jonathan Coulton

Alex Taylor first picked up a guitar at age 13, and by 20, he was touring the world—playing everywhere from local bars to cruise ships. He has shared the stage with a range of musicians, from local talents to internationally acclaimed artists such as Kenny Wayne Shepherd and Taj Mahal. In the convention world, he was a founding member of Paradox Machine and has served as a technical director and sound engineer for numerous conventions, including RavenCon and ConVivial. Steve Taylor holds a

Master's degree in Vocal Performance and has been performing worldwide since the 1970s. A former Guinness World Record holder for the most performances of Handel's Messiah, he has appeared at Carnegie Hall, performed at Disney alongside Rock Hudson, and collaborated with many other renowned artists. Together, this father/son duo makes up the cover band, Re: The Music of Jonathan Coulton, and continues rocking the convention circuit.

Gray Rinehart

Gray Rinehart is a writer, an editor, a singer/songwriter, and a retired Air Force officer. He is the only person to have commanded a USAF satellite tracking station, written speeches for Presidential appointees, devised a poetic form, and had music on *The Dr. Demento Show*. He is currently a contributing editor (the "Slushmaster General") for Baen Books.

Gray writes science fiction and fantasy stories, among which is the lunar colonization novel *Walking on the Sea of Clouds*. His short fiction has appeared in *Analog Science Fiction & Fact*, *Asimov's Science Fiction*, *Orson Scott Card's Intergalactic Medicine Show*, and multiple anthologies. He has also written an eclectic mix of nonfiction books: *A Church More Like Christ*; *Elements of War*; and, *Quality Education*. In addition, he has written and released three albums which feature science-fiction-and-fantasy-inspired music; the most recent is *Taking You Out to See the Stars*.

During his unusual Air Force career, Gray fought rocket propellant fires, refurbished space launch facilities, "flew" Milstar communications satellites, drove trucks, encrypted nuclear command and control orders, commanded the largest remote tracking station in the Air Force Satellite Control Network, and did other interesting space-related things.

Gray's alter ego is the Gray Man, one of several famed ghosts of South Carolina's Grand Strand. His website is graymanwrites.com.

Amber Rodenbo

Amber Rodenbo is one of the founders of River City Siren Press, a small-press/indie publishing company situated in the Richmond, VA area. Amber is a published author with an M.F.A. in Creative Writing and a career background in teaching young writers, literary magazine editing, technical editing, and creative design. Amber is also a book cover designer, book formatter, and overall lover of all things books and publishing related.

The Salacious Crumbles (Leigh Tyberg and Madison Metricula Roberts)

The Salacious Crumbles is the nerdy duo of Leigh Tyberg and Madison Metricula Roberts, featuring songs that range from the goofy, the heartfelt, and good ol' fashioned cantina songs. We may not have a kloo horn, but even Figrin D'an would jizz to these sing-alongs and good times! Find our music on streaming services and download our first EP, *Carbonite*, for free on Bandcamp!

Second Mourning Cosplay

This is Second Mourning Cosplay's second time at RavenCon. The group was founded by a group of friends with varying cosplay skills. Second Mourning ranges from casual cosplayers to Masquerade winners.

Chris Semtner

The curator of the Edgar Allan Poe Museum in Richmond, VA, Christopher P. Semtner has curated numerous critically acclaimed exhibits for the Poe Museum in addition to exhibits for the Library of Virginia, the Science Museum of Virginia, and other venues. He has written several articles and chapters in addition to six books about Poe, visual art, and cryptography. Semtner regularly speaks on dark and mysterious subjects in venues from the Library of Congress to the Steampunk World's Fair and as far away as Japan. He has also appeared on Poe documentaries in the United States, the United Kingdom, France, Germany, and Japan. As a visual artist, Semtner has exhibited his paintings internationally, and they can be found in both private and public collections.

Fraser Sherman

Born in England, Fraser Sherman wound up spending most of his life in Northwest Florida. He'd be there still if he hadn't fallen in love and moved to Durham, NC to marry his dream woman. They're still together, with two dogs and two cats added to the family.

Fraser has published more than thirty short stories, six film reference books, and several hundred articles as a reporter. In 2022 he published *The Aliens Are Here*, a book on extraterrestrials in films and TV; *Undead Sexist Cliches*, about the stupidity of misogynist arguments; and the steampunk novel *Questionable Minds*. In 2023 he released a collection of historical fantasy short stories, *19-Infinity* through his Behold the Book imprint; in 2024 two of his stories appeared in the collaborative anthology *The Ceaseless Way*. He also freelances with Chapel Hill's *The Local Reporter*.

Away from his computer he likes bicycling, comic books, fantasy novels, history books, vegetarian cooking, baking bread, and triumphing over insomnia.

shortstack_cosplays

Hello! My name is shortstack and i enjoy cosplaying as well as reading. I am super excited to see all the amazing artists and people at RavenCon 2025!

David Simms

David Simms now lives in the Shenandoah Valley of Virginia with his family after escaping decades of New Jersey and Massachusetts. A psychology teacher and college professor, counselor, music therapist, and ghost tour guide, he has survived a long tenure in the Slushpile band on lead guitar after co-founding the Killer Thriller Band with several best-selling ITW, SFWA, and HWA authors. He gives workshops on using music to help students of all ages to learn and de-stress, getting teens to write, and combating burnout for teachers in schools.

His novels include *Pierce the Veil* (thriller), *Fear the Reaper* (historical thriller) *Ameri-Scares: New Jersey – Curse of the Barrens* (middle grade horror), *Dark Muse* (YA/MG dark fantasy)—all through Crossroads Press. His latest release is an entry into the Cemetery Dance anthology *You're Not Alone in the Dark* (a collection of author's struggles with mental health).

Finally, when he wishes to escape the world, he reads and reviews books for *Cemetery Dance Magazine*, *Monster Librarian*, and *Publishers Weekly*.

Alan Smale

Alan Smale writes alternate history, historical fantasy, and hard SF. His novella of a Roman invasion of ancient America, "A Clash of Eagles", won the Sidewise Award for Alternate History, and his novels set in the same universe, *Clash of Eagles*, *Eagle in Exile*, and *Eagle and Empire* (2015-2017) are available from Del Rey. His "Roman baseball" collaboration with Rick Wilber, *The Wandering Warriors*, came out from WordFire Press in 2020. *Hot Moon*, his alternate-Apollo "technothriller with heart", set entirely on and around the moon, was launched by Caezik SF & Fantasy in 2022, and the sequel, *Radiant Sky*, was released November 12, 2024. Alan has sold over fifty stories to *Asimov's* and other magazines and anthologies, and his short story "Gunpowder Treason" earned him a second Sidewise Award in 2022. His non-fiction essays have appeared in *Lightspeed*, *Journey Planet*, and *Galaxy's Edge*.

Alan grew up in Yorkshire, England, and earned degrees in Physics and Astrophysics from Oxford University. Until recently he performed astronomical research at NASA's Goddard Space Flight Center, and served as director of an astrophysical data archive. He also sings bass with high-

energy vocal band The Chromatics, and is co-creator of their educational AstroCappella project, spreading astronomy through a cappella in schools across the country.

SmashB

Smashbcosplay—dubbed the “first family of cosplay”—is headed by myself, the creator and maker of the cosplays. You will find us volunteering at local comic cons to promote other conventions and frequenting cosplay meetups. I joined the cosplay community to make new friends and promote positive mental health. We compete both as a family and solo, as well as in groups with other cosplayers. I am known for my gender bends, such as Darth Maulmmy and IndiAnna Jones. Catch me hosting cosplay photography meetups or making some upcycled cosplays. My cosplay style is much like my approach to parenting: Fun, hands-on, homemade, and sprinkled with a lot of love.

I have a deep love for fantasy and sci-fi which is a common theme in our cosplays. I enjoy sharing my love of public speaking by hosting fun panels such as “Cosplay with Younglings,” “Making Connections at Conventions,” “Con Prep for Families” and many others.

Wayland Smith

Wayland Smith is the pen name for a native Texan who has lived in Massachusetts, New York, Washington DC, and presently makes his home in Virginia. His rather unlikely list of jobs includes private investigator, comic book shop owner, ring crew for a circus (then he ran away from the circus and joined home), deputy sheriff, writer, and freelance stagehand. Wayland’s novels so far include *In My Brother’s Name*, *Tools of the Trade*, *Cadre Clash*, and *Old Gods and New Drugs*, the first two books in the *Wildside* series. He has short stories in the anthologies *Cat Ladies of the Apocalypse*, *HeroNet Files, Vol. 1*, *SNAFU: An Anthology of Military Horror*, and *Misfits of Magic*, among many others. He has spoken on panels at Worldcon, DragonCon, DC AwesomeCon, MystiCon, BaltiCon, Philcon, and RavenCon. A black belt in shao lin kung fu, he is also a fan of comic books, reading, writing, and various computer games (I’ll shut *7 Days to Die* down in one more hour. Really). He lives with a beautiful woman who was crazy enough to marry him, and the spirits of a few wonderful dogs that have passed on.

L.R. Staszak

Born and raised in the DC area, L.R. Staszak enjoys writing fiction, toy photography, and exploring places time forgot. Her books are available on Amazon, and her officially licensed *Blair Witch* game from Lionsgate is available on the Dorian interactive storytelling app.

Stormraven

Stormraven has a knack for hyperfixating to an annoying degree on fictional characters. An avid 3D printer and aspiring clay artist, she’s normally found at home surrounded by fluffy critters and their well-loved chew toys.

Mike Jack Stoumbos

Mike Jack Stoumbos is an award-winning science fiction author and the editor of the *Unhelpful Encyclopedia* series. He lives with his wife, a small dog, and an old parrot, and he “dabbles” in any medium of art he can get his hands on.

Sarena Straus

Sarena Straus is the author of the multi-award-winning science fiction trilogy, *ReInception*. *ReInception* has won more than ten awards including an IBPA Ben Franklin for Best Audiobook, Fiction across all genres, and first place Pencraft and CIBA Cygnus Awards for Science Fiction. *ReInception* and *DeInception* were released to wide acclaim. The final book in the trilogy, *MassInception* is due out fall of 2025. Sarena is also the author of the forthcoming YA alien-invasion duology, *Assimilation*. This spring, her sci-horror short story will be featured in the anthology, *All Roads Lead to Hell*. Her true-crime memoir, *Bronx DA*, sold as a TV pilot to CBS/Paramount.

A lawyer by training, Sarena has been an adjunct professor in New York and Zambia and had a multi-year career as a talking head, appearing on more than 100 TV and radio shows. She has been a panelist and podcast guest sci-fi expert at the Nebula Conference, Readercon, Arisia, Boskone, Norwescon, HeliosphereNY, *Live From The Bunker*, *The Author’s Corner*, and many, many more. You can learn more about Sarena on her website, sarenastraus.com or by following her Substack substack.com/@sarenastraus.

Ian Randal Strock

Ian Randal Strock (IanRandalStrock.com) is the editor and publisher of Fantastic Books (FantasticBooks.biz). He formerly edited *Artemis Magazine*, and served on the editorial staffs of *Analog*, *Asimov’s*, Baen Books, *Science Fiction Chronicle*, and many more. As a writer, his fiction has appeared in *Analog*, *Nature*, several anthologies, and much of it was recently collected in *Wandering Through Time*. He won two AnLab Awards for his work in *Analog*, and was named the 2025 recipient of the Edward E. Smith Memorial “Skylark” Award.

Tangent Artists

Tangent Artists started out as a humble webcomic company with *Crit!* and *Skeleton Crew* and over the past eighteen years delved successfully into game design, game supplements, novels and other forms of written and visual entertainment. *The Guild Guide* series, which started with *The Handbook for Saucy Bards*, explores a nutty take on classic RPG classes. *Must Love Dragons* inaugurated our venture into novels. *Princeton Vice Presents* is our foray into YouTube as horror hosts and musicians, and *Princeton Plays* is our once-a-month gaming livestream. We will keep coming up with ways to delight and entertain you with 100% organic creativity and our drive to put smiles on faces.

Our Crew:

Monica Marier: Artist, Writer, Possum Assistant, Composer

Dave Joria: Writer, Actor, Composer, Skull Wrangler

Rachael Hixon: Writer, Artist, Layout/publishing, Voice of Reason

Mary Terrani

Mary Terrani lives a chaotic life as the mother of two boys of the twenty-something variety. They keep her on her toes on a regular basis, so she's happy to get lost in other worlds. Her long-standing passion for the written word drives her need to create chaos with her pen that only she can solve. She loves to dabble in many genres, from young adult to paranormal, and a post-apocalyptic piece she's co-written with fellow author, Sarah Cass.

When she's not writing, Mary can be found in a variety of activities including knitting, gaming, and anything involving her favorite geekdoms. Mom, author and all-around geek she loves spending time with her family. You can find Mary on Instagram, Facebook, and her website.

Dr. Bob Tesla

Dr. Bob Tesla, Nikola Tesla's younger, smarter brother, hosts *Monster Kid 101* every Saturday at midnight on Twitch.

Valentine

Valentine is a published cosplayer, panelist, Twitch streamer, and content creator. She mainly focuses on cosplaying from anime and video games. Utilizing her extensive theater background, she has spent her cosplay career applying tactics and methods she learned to her cosplays as shown through her wig styling, garment making, and her personal favorite, her makeup. She has paneled at multiple conventions up and down the East Coast, her favorite being Galaxycon Raleigh this past summer, where she spoke about using fashion and cosplay as a storytelling device in

different animes. Valentine strives to spread love and positivity in the cosplay community, especially lifting up her fellow chronically ill cosplayers.

Jack Valentine

Jack is the Vice-Chair of the Modern Enigma Society Board of Directors. He has more than thirty years of gaming and LARP experience. Having been a storyteller since he was a little kid, about fourteen years ago he began putting his work on paper. In addition to working as a freelance editor, he returned to his childhood dream of being a writer, and has now written more than fifty short novels, many of them spicy romances, under his pen names, available on Amazon.

Princeton Vice, the Monster Sitter

Princeton Vice, the Monster Sitter, is a feel-good horror host. Find him online for retro horror movies, songs, skits, cooking, crafting, games, and more.

Lena Volkova

Lena Volkova is an award-winning costume designer, model, and actor from the DMV. Lena mostly spends her time as a costume arts educator and designer in the theatrical world. Most recently, her credits include *Urinetown* (Workhouse Arts Center), *Julius Caesar* (Avant Bard), and *Every Brilliant Thing* (Workhouse Arts Center). In addition to her work as a costume designer, she is also a scare actor and creative designer for the annual Workhouse Arts Haunted Trail. Lena also serves on the board of directors for DC Cosplay Photo Shoots, a photography and costume arts education nonprofit that serves the Greater Washington Metropolitan Area.

Lena has been a staple in the DMV's cosplay community since 2016. She became a media personality in the costume arts world in 2018 with the launch of her podcast, *The Cosplay Cast*. Previously, she was well-known within the South Texas cosplay and horror communities where she served as a celebrity judge for the Facial Hair League and community-driven philanthropic events.

These days, Lena primarily focuses on arts education and is dedicated to empowering the cosplay community with educational opportunities, resources, and information. Lena's primary goal is not only to help make costuming a mainstream hobby but also to educate people on the merits of costume-based work and to accept costuming as a valid art form. In 2023, she curated an art exhibition at the Workhouse Arts Center, featuring selected works from DC Cosplay Photo Shoots' members. The week-long

gallery installation was the first of its kind and was the highlight of February 2023's Second Saturday Art Walk. In 2024, she curated "Tulpa" featuring more works from DC Cosplay Photo Shoots members and was also a featured artist. Lena and her mission and experiences as a costumer have previously been featured in *CanvasRebel*, *Voyage Baltimore*, and *Metro Weekly* magazines.

Tempie W. Wade

Tempie W. Wade is the award-winning author of the *Timely Revolution* book series. She writes a wide range of genres including historical fiction and fantasy. Her debut novel, *A Timely Revolution*, was awarded "Best Historical Fantasy" in the 2019 American Book Fest American Fiction Awards.

The author is a lifelong resident of Virginia and currently resides in Williamsburg. Her interests include traveling, visiting museums, and exploring historical sites and ruins.

Daniel Wallace

Daniel is a semi-retired engineer who likes to volunteer in STEM education and disaster relief work.

Weavers Circle

Weavers Circle imagines a world where everyone feels meaningfully connected. We strive towards this world by gathering around curious, compassionate, and courageous stories. At RavenCon we're excited to explore how stories impact our lives. Terreal, our visionary founder and blerd, is eager to discuss the emerging subgenre of Solarpunk or GMing tabletop role-playing games. While Courtney, macro social worker and book club host, is wondering how others define visionary fiction or if anyone else reads Stuart Turton. Let's "Play with Stories" together!

Joan Wendland

Joan Wendland is a Renaissance woman. Engineer, game designer, author, juggler, and sometimes stand-up comic. She can do almost anything but sew or draw. She lives in both northern Virginia and Ottawa, Canada, but is still a Jersey girl at heart.

Joan's fine card games can be found at blood-and-card-stock.com. Her writing blog is located at zoo-illuminati.com. Her Twitter and BSKY handles are @BandCGames.

Christopher Weuve

Christopher Weuve is a naval analyst and wargame designer. He spent six years at the Center for Naval Analyses (did you know the Combat Information Center of a Burke-class

destroyer would make an excellent starship bridge?), and then five years on the faculty of the U.S. Naval War College, of which he is a graduate. After a decade as an intelligence analyst, he's now back to designing wargames, and is the co-founder of the Connections Online wargame conference, held every April.

Outside the day job, Chris is a co-founder of BuNine (David Weber's *Honorverse* analytic visualization team), and has also consulted with Chuck Gannon, Walter Hunt, Alec Peters, Tom Harlan, John Lumpkin, and others. His work has been featured by Baen Books, the *U.S. Naval War College Review*, *Foreign Policy*, and the Discovery Channel. Since May 2020 he's been the co-host (with Pat Doyle) of *Starfleet Tactical* on the Ares Studio channel on YouTube.

Chris is (to the best of his knowledge) the only person ever interviewed (twice!) by the journal *Foreign Policy* about science fiction warships. His hobbies are naval history, science fiction, and not speaking for his employer.

Martin Wilsey

Martin Wilsey is a full-time author and creator of the best-selling *Solstice 31 Saga*.

Mr. Wilsey's first novel, *Still Falling*, was published March 31st of 2015. Less than three years and over a half-a-million published words later, he retired from his career as a research scientist for a government-funded think tank. As a full-time science fiction writer, Mr. Wilsey still uses his research and whiteboard skills to keep the books flowing. He likes to put the science back into science fiction.

Mr. Wilsey is also the founder and CEO of Tannhäuser Press, a small press and collaborative environment that was explicitly created by writers for writers.

As a prolific blogger, Martin shares what he has learned on his journey as an indie published author. On his blog, he writes a weekly webcomic and shares his inspirations and views on life. In addition to writing, he has begun to expand efforts into publishing through Tannhäuser Press, audio narration, and podcasting.

Mr. Wilsey has more projects than he has time. Please feel free to email him and distract him even more. He and his wife Brenda live in Virginia with their cats Brandy and Bailey, and his dog Whiskey. Email him or follow him on Social Media! He just might kill you in his next novel...

Leona R. Wisoker

Leona R. Wisoker writes a variety of speculative fiction, from experimental to horror, from fantasy to science fiction. She also loves to edit (her own and other people's

work), read, and drink good coffee and better whiskey. In her less-than-abundant spare time, she is a wild garden warrior, an adventurous cook, and a champion catnapper, especially if sunbeams are available.

Leona's novel, *Lies of Stone*, is a finalist for this year's Webster Award.

J. Yamil

J. Yamil is a writer and TTRPG designer based in Durham, NC. He lives with his partner and their trio of feline familiars.

He has worked with Stiff Whiskers Press, Goodman Games and Newsarama, where he has showcased his versatility and creativity. He has served as a lead admin for the *Gongfarmer's Almanac* for 2024 and 2025. Yamil has participated in panels discussing diversity at the table and RPG safety tools at various conventions such as GaryCon and ConCarolinas.

He is currently hard at work on various projects for 5e, Dungeon Crawl Classics and Weird Frontiers.

Meryl Yourish

Meryl Yourish has managed to turn her love of cats and reading fantasy into creating a fictional world where cats have human intelligence and magical powers. It's no coincidence that some of the major Catmages look remarkably like cats that are or were in her life. *The Catmage Chronicles* series is the first published part of that world.

When she's not writing about Catmages, she's working on fantasy novels.

Meryl sometimes calls herself "a one-woman publishing house." She has an extensive background in typesetting, desktop publishing, editing, copy editing, proofreading, and web production, as well as a smattering of programming. But her true love has always been the written word, both writing and reading.

She is currently writing a three-part sequel series to *The Catmage Chronicles* and a standalone *Catmage* novel set in 19th century Russia is in progress. There is also a drag-on fantasy trilogy in the works when the Catmage stories are done.

Meryl lives in Richmond, VA, and can often be found at RavenCon, either as a fan or a guest.



The Dandelion Hive

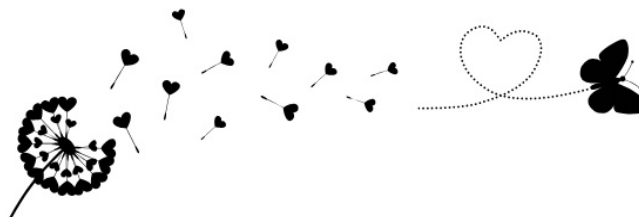
Committed to elevating the most marginalized and intersectional voices in the LGBTQIA+ community in mental health and recovery spaces.

Current Services:

- **Operate two sober living homes: one for trans individuals and one for LGBTQIA+ neurodivergent individuals in recovery.**
- **Offer sensory support at events, including free earplugs, activities, and use of fidget items.**
- **Co-host Recovery PrideFest annually @ Diversity Richmond with VA Pride & McShin.**
- **Present workshops & virtual sessions on LGBTQIA+, mental health, neurodivergence, and/or recovery related topics.**
- **Work with advisory panels & community partners to identify gaps in supports & resources.**

Information:

**www.thedandelionhive.org
jayden@thedandelionhive.org
<https://linktr.ee/thedandelionhive>**



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Highlights Include:

- **Workshops** led by acclaimed writers Michael A. Stackpole, Gail Z. Martin, and John G. Hartness
- **Networking Opportunities** with publishers and fellow writers
- **Book Signings** by featured authors

PROGRAM DESCRIPTIONS

FRIDAY 3:00 PM

THE COMIC BOOK BRONZE AGE

Dinwiddie (Jefferson) – 50 minutes

Fifty years ago, Marvel and DC were well into their Bronze Age (1970-1985). Dennis O’Neil and Neal Adams introduced realism and relevancy to DC with their Green Lantern/Green Arrow crossover. Chris Claremont elevated the X-Men to superstardom. This was the era that brought us the special-event limited series as well (*Crisis on Infinite Earths*, *Secret Wars*). What made the comics of that era so great?

Panelists: *Sammie Cassell (M)*, *Sean CW Korsgaard*,
Fraser Sherman, *Wayland Smith*

DARKER DISNEY

Buckingham (Jefferson) – 50 minutes

Let’s discuss how post-*Frozen* Disney has been addressing more mature themes, such as reincarnation, depression, and general trauma.

Panelists: *Krista Cagg*, *Sean Gleeson (M)*,
Patricia “Pattycakes” Roberts, *Tangent Artists*

THE CARE AND FEEDING OF CON GOERS

King William (Jefferson) – 50 minutes

Panelists give helpful advice on ergonomics, injury prevention, energy conservation, and general self-care to keep you well enough to enjoy the con.

Panelists: *Sabrina “Amethyst” Bruce*, *Roger Carden*,
Jenna Hamrick, *Leona R. Wisoker (M)*

WELCOME TO THE ROOKERY (KIDS’ TRACK)

York (Madison) – 50 minutes

Have fun learning what a rookery is and why we have one here at RavenCon.

MAKING YOUR COSPLAY MAKEUP LAST LIKE A PRO!

Spotsylvania (Madison) – 90 minutes

Have you ever needed to be green for an entire day? Will a sudden downpour ruin your makeup and hours of hard work? Does the idea of sweating off your makeup make you nervous? Have your cosplay photos been ruined by streaky makeup? Join Lena Volkova as she shares some tips, tricks, and tools of the trade to help you make your makeup last all day... or sometimes days. Sharing her industry knowledge as a scare actor and theatrical SFX makeup artist, Lena will show how to expertly apply popular kinds of SFX makeup (e.g., water-based, cream), discuss removal, and share practical ways to make your makeup last.

FRIDAY 4:00 PM

AM I DONE YET?

Dinwiddie (Jefferson) – 50 minutes

How do you decide whether your manuscript is in good shape? What are the steps to take if it is and if it isn’t? Our experts will guide you!

Panelists: *David Godwin*, *Kate Ressman*, *Alan Smale (M)*,
Sarena Straus

TOTALLY WICKED

Buckingham (Jefferson) – 50 minutes

It’s a two-part movie musical, based on a stage show, based on a book that’s based on another even older book that was also adapted into a movie. There’s a lot to unpack here.

Panelists: *Randee Dawn*, *Jett Dixon (M)*, *Meryl Yourish*,
Wednesday Mourning Cosplay

DOOM’S DAY: RDJ, DOCTOR DOOM, AND THE FUTURE OF THE MCU

Albemarle (Jefferson) – 50 minutes

Join us as we explore Robert Downey Jr.’s return to the MCU as Doctor Doom. We’ll explore the potential impact of this unexpected casting on the MCU’s future, speculate on Downey’s portrayal (Stark variant or classic Doom?), and discuss Doctor Doom’s comic book legacy and influence on the MCU, as well as The Fantastic Four’s upcoming MCU debut and its connection to Doom.

Panelists: *Jenna Hamrick*, *Harry “Jack” Heckel*,
Dennis M. Myers, *Chad Ownby (M)*

A PANELIST’S GUIDE TO PANELS

King William (Jefferson) – 50 minutes

Being a good panelist starts with reading the description. Be sure you know what you’re going to be talking about. Anything after that, well, we’ll let our panelists tell you. And, yes, we’ll probably also talk about how to be a good audience member.

Panelists: *Sean CW Korsgaard*, *O. Hai Mark (M)*,
Jennifer R. Povey, *Leona R. Wisoker*

WHAT’S IN A NAME? CHOOSING CHARACTER NAMES

Henry (Jefferson) – 50 minutes

Sometimes you need a scorecard to keep track of all the characters in a book. It gets even harder in SF/F when the characters don’t have real-world names that are familiar to the reader. Learn tips from published authors to avoid reader confusion.

Panelists: *James Blakey*, *Jennifer Brinn (M)*, *Mary Terrani*,
Martin Wilsey

AIRCRAFT CARRIERS IN SPACE!!!

PT 1: HOW CARRIERS WORK

King George (Jefferson) – 50 minutes

Aircraft carriers are cool. Aircraft carriers in space are even

more cool—even if they might not make sense. This talk explores aircraft carriers in reality and science fiction.

Presenter: *Christopher Weuve*

KNITTING & CROCHETING IN FANDOM

York (Madison) – 50 minutes

What do knitting and crocheting have to do with being a fan? Want to learn how, or perhaps just find a quiet place to knit that *Doctor Who* scarf or a Cthulhu mask? Come join us!

BEYOND DUNGEONS & DRAGONS

Brunswick (Madison) – 50 minutes

D&D is a classic, but sometimes you need a little variety to spice up your life. From indie to mass-produced, what other great tabletop RPGs are out there and worth your time?

Panelists: *R.S. Belcher; Randall Hayes, PhD;*

Mike Jack Stoumbos;

J. Yamill/Orthane Productions (M)

CONCERT: TEAR UP THE PLANKS

The Glen Restaurant (Madison) – 50 minutes

Poe-inspired solo project from local musician Dexy Collier.

FRIDAY 5:00 PM

I'VE GOT A GREAT IDEA! NOW WHAT?

Dinwiddie (Jefferson) – 50 minutes

Full of ideas for short stories or novels, but don't know where to start? Our panelists will help you get to the next step.

Panelists: *Shane Gries (M), J.E. Pittman, Jennifer R. Povey,*

Evan Ratke

COSPLAY OVER 30: AGEISM, ACCESS, AND AVAILABILITY

Buckingham (Jefferson) – 50 minutes

What are some of the challenges of being an "older cosplayer" and what are some of the benefits of being a cosplayer over 30?

Panelists: *Sabrina "Amethyst" Bruce, Angela Pritchett (M),*

Patricia "Pattycakes" Roberts,

Wednesday Mourning Cosplay

YOU HAVE THE RIGHT TO WRITE IT RIGHT:

LAW ENFORCEMENT FOR WRITERS

Albemarle (Jefferson) – 50 minutes

Many stories touch on law enforcement in some way. From private detectives to cops to federal agents of some kind, a lot of the characters we love carry a badge. Hear a bit about what it's really like from a panelist with experience in the field.

Presenter: *Wayland Smith*

REVENGE OF THE COLLECTOR!

King William (Jefferson) – 50 minutes

What do you collect? How do you deal with cost, storage space, and so on? How do you build a collection? Do you interact with other collectors? Share your collection with others?

Panelists: *Sammie Cassell, Sean Gleeson, L.R. Staszak (M),*

Frank "Uncle Grayhawk" Huminski, Kate Ressman

KEEPING ON KEEPING ON

Henry (Jefferson) – 50 minutes

Motivation is a tricky beast that keeps its own schedule. What can one do to stay in the mindset needed to finish a project, be it a creative endeavor or housekeeping?

Panelists: *James E. Deeley, David Godwin (M),*

Jenna Hamrick, Bishop O'Connell

A POEM IN THE PALM

Richmond Boardroom (Jefferson) – 50 minutes

A creative writing workshop inspired by palm reading! People may read palms to reveal character traits or try to predict the future. The first step of palm-reading, however, is not to measure someone's lifeline, but to study the person and their smallest details. This workshop includes a five-fingered exercise to focus on character description and concrete detail and is guaranteed to leave you with a new poem or a prose portrait. A fun experiment for writers of all kinds!

Presenter: *April J. Asbury*

AIRCRAFT CARRIERS IN SPACE!!!

PT 2: SCIENCE FICTION CARRIERS

King George (Jefferson) – 50 minutes

Okay, so aircraft carriers are cool—but what makes sense for moving them into space? Let's look at a couple of options from science fiction, and maybe a little science.

Presenter: *Christopher Weuve*

THE CRAFTY RAVEN (KIDS' TRACK)

York (Madison) – 50 minutes

Come scratch that crafting itch. Bring your own or explore our RavenCrafts!

AN INTRO TO SONGWRITING

Brunswick (Madison) – 50 minutes

Learn the basics of songwriting with some of our musical guests.

Panelists: *Jonah Knight, D.J. McGuire (M), Chuck Parker,*

Madison Metricula Roberts

OCCUPATIONAL HAZARD

Spotsylvania (Madison) – 90 minutes

In this character development workshop, participants will start by defining an SF or fantasy occupation... and then exploring the type of person who might take on that job. Participants will also focus on key areas such as character goals, high-level story arcs, challenges, obstacles, and limitations.

Presenter: *David Keener*

CONCERT: HIPHOPMCDUGAL

The Glen Restaurant (Madison) – 50 minutes

Hiphopmcdougal share their love of video games, cryptids, Weezer, and pizza—rapping and singing over everything from classic hip hop beats to mariachi music.

FRIDAY 6:00 PM

POV: KEEPING IT ALL STRAIGHT

Dinwiddie (Jefferson) – 50 minutes

Nothing can mess your writing up quicker than muddled points of view. How do you choose one and how do you keep yourself from straying to another one?

Panelists: *James Blakey, Amber Rodenbo, Fraser Sherman (M), Mary Terrani*

COSPLAY 101

Buckingham (Jefferson) – 50 minutes

We'll discuss all the basics for getting into cosplay as a hobby—choosing costumes that fit your personality (or the personality that you want to display), where to find materials and patterns, basic prop-building techniques, modeling and posing, and more!

Panelists: *Logan "Mourningstar" Beard, Fredrick Corry (M), Dinozocosplay, EAE Cosplay, shortstack_cosplays*

SHE CANNA TAKE ANY MORE, CAPTAIN!

Albemarle (Jefferson) – 50 minutes

Star Trek had five new shows all running recently. Now, *Picard*, *Discovery*, and *Lower Decks* have all come to an end and the future of *Prodigy* is uncertain. We still have *Strange New Worlds* and can look forward to *Starfleet Academy* but it feels like *Trek* is winding down for now. Where do we think the franchise is heading?

Panelists: *Jett Dixon, Billy Flynn, Dennis M. Myers (M)*

THINGS I HATE AS A READER

King William (Jefferson) – 50 minutes

Whether it's a specific type of story, a style element, an over-used stereotype, or a clichéd trope, many readers are unable to enjoy a story that contains that one particular thing that annoys them. What are some of these elements?

Panelists: *Marcos F. Eguia, Morgan Hazelwood, Joan Wendland, Meryl Yourish (M)*

EDITORS ARE NOT THE ENEMY

Henry (Jefferson) – 50 minutes

Editors and author/editors discuss the role of editors and authors as partners in the creative process, how to identify a good editor (or the right editor for you), why you need an editor, and more.

Panelists: *Debbie Manber Kupfer, Bishop O'Connell, Evan Ratke (M), Ian Randal Strock*

CYBERSECURITY AND AI

King George (Jefferson) – 50 minutes

Can AI be paired with cybersecurity? Would that potentially create new methods to exploit cybersecurity? Is this how we get Skynet?

Panelists: *Doug Burbey, Sean Heare, Monica Marier, Daniel Wallace (M)*

MST3K-ING (KIDS' TRACK)

York (Madison) – 50 minutes

Watch an old movie and critique the actors and plot. Robots not required, but welcome.

WHAT IS GEEK ROCK?

Brunswick (Madison) – 50 minutes

Wizard rock, time lord rock, electronica, chiptunes, filk, dementia—it goes by many many names but it's all still geek rock to us. What is it? Who's doing it? Where can we find communities?

Panelists: *Chuck Parker, The Platypus Princess (Alexandra Higgins), Gray Rinehart, The Salacious Crumbles (Leigh Tyberg and Madison Metricula Roberts) (M)*

FRIDAY 7:00 PM

RAVENCON OPENING CEREMONIES

The Glen Restaurant (Madison) – 50 minutes

Welcome to RavenCon 18! We'll be presenting the Webster Award for Best Virginia author. There will be lots of announcements, a few surprises, and a special performance by The Platypus Princess.

FRIDAY 8:00 PM

ART SHOW TOUR

Powhatan (Jefferson) – 50 minutes

Artist Stephen Burks will be giving a tour of the art show! Come and learn about all the amazing artists and art on display!

RIVER CITY SIREN PRESS BOOK LAUNCH WITH AUTHOR GENEVA OLEANDER

Canaveral (Jefferson) – 50 minutes

BOOK BANNING: THE RETURN

Dinwiddie (Jefferson) – 50 minutes

A perennial problem for educators, book banning seems to be back in vogue. We'll discuss why banning books is harmful to everyone, how it violates the First Amendment, and how we can fight it.

Panelists: *Phillip Pournelle, Jennifer R. Povey, Gray Rinehart, David Simms (M)*

HOME RECORDING 101

Buckingham (Jefferson) – 50 minutes

More and more people are recording music, podcasts, or audio books in the comfort of their own home. We'll talk about equipment, software, mixing, and everything else you'll need to know to get started.

Panelists: *Sean Gleeson, Chuck Parker, Carrie Jo Patton (M)*

GHOSTBUSTERS: DON'T MAKE ME LAUGH

Albemarle (Jefferson) – 50 minutes

It's a rookie Ghostbuster's first job—can he show his surly

teammate he has what it takes to catch a pesky poltergeist? *Ghostbusters: Don't Make Me Laugh* is a fan film created by the members of the real Ghostbusters, Virginia.

THE MOVIES OF VINCENT PRICE

King William (Jefferson) – 50 minutes

Vincent Price had a career that lasted for over 50 years and included several classic horror films. We'll discuss our favorites.

Panelists: *Bill Mulligan; Fraser Sherman (M); Princeton Vice, the Monster Sitter*

SHORT STORIES AS A MARKETING TOOL

Henry (Jefferson) – 50 minutes

Promoting a novel? Up your promotional game with a stand-alone short story! Use them as an ebook for online giveaways, print them for in-person events, or (hopefully) sell them to an existing market. Panelists will talk about their experiences writing and publishing stand-alone shorts whether as marketing tools or as accessible, low-cost quick reads to build audiences in the usual digital and print markets.

Panelists: *JM Lee, Pamela K. Kinney, Mike Jack Stoumbos (M), Ian Randal Strock*

THE FUTURE OF WARFARE

King George (Jefferson) – 50 minutes

Drones, enhanced biotech, AI, cyber attacks... There's a lot of new and developing technology that can change the way we fight wars. We'll discuss the wheres, whys, and hows of future warfare.

Panelists: *Doug Burbey, Andrew Caballero (M), Shane Gries, Dennis M. Myers*

DIY D&D (KIDS' TRACK)

York (Madison) – 50 minutes

From dice to figurines, how to make your own at home from household items.

MUSIC TO CREATE TO

Brunswick (Madison) – 50 minutes

Artists, what music inspires you? Does it change with what you're making? How can we find playlists to help inspire us?

Panelists: *Dirty Metal Lefty, Tangent Artists, Jack Valentine (M)*

SUMMERS IN OZ: L. FRANK BAUM AND MACATAWA, MI

Spotsylvania (Madison) – 50 minutes

Author Tom Doyle grew up in a land of Oz—or at least he spent summers there. His Oz was in Macatawa, a small beach resort community near Holland, Michigan. L. Frank Baum also spent his summers there from 1899 until 1910. For those like Tom who lived and vacationed in the Macatawa area, the connection (both real and imagined) to Baum and Oz has been important. It's generated stories, arguments, festivities, and magic. Tom will discuss how that connection came about, its facts and fictions, and its continued meaning for those in the world creation biz.

COSPLAY SHOWCASE

The Glen Restaurant (Madison) – 50 minutes

A fun in-character competition to strut your stuff in costume whether store bought or homemade!

Host: *SmashB*

FRIDAY 9:00 PM

MY FIRST AND FAVORITE ANIME

Dinwiddie (Jefferson) – 50 minutes

Since the '80s and '90s, anime has grown in popularity and can now be considered mainstream. What brought you into anime and what made you stay?

Panelists: *Logan "Mourningstar" Beard, Sabrina "Amethyst" Bruce, Sean CW Korsgaard (M), Naychan Cosplay, J.E. Pittman*

THE FINANCES OF RUNNING A SMALL PRESS

Buckingham (Jefferson) – 50 minutes

How do you make a small fortune in SFFH publishing? Start with a large fortune! But seriously folks, how do you keep the doors open and the lights on when you're a small press, as one of many, many small fish in a very big sea? Is Kickstarting your publications a sustainable practice? What about subscription services?

Panelists: *JM Beal, Jason T. Graves (M), Shane Gries, Ian Randal Strock*

HUMOR IN HORROR

King William (Jefferson) – 50 minutes

Humor and horror go together like sweet and salty; the one heightens the other. Even the scariest movies have elements of humor in them but what happens when the creator chooses to elevate the humor above the horror? From *Abbott & Costello Meet Frankenstein* to *Freaky*, we'll cover all of our favorites.

Panelists: *Sammie Cassell, A.M. Giddings, D.M. Mewha (M)*

D&D FOR ROOKS BY ROOKS (KIDS' TRACK)

York (Madison)

Open to all levels—beginner to expert.

CON STORIES: THE GAME SHOW!

Brunswick (Madison) – 90 minutes

Whatever con we're at, all the old-timers get together on a panel and tell their favorite con stories—the good, the bad, and the freakin' weird. This time, though, it's a competition! You won't want to miss this one.

Host: *Michael D. Pederson*

Contestants: *Frank "Uncle Grayhawk" Huminski, Wayland Smith, Joan Wendland*

POINTS OF DIVERGENCE:

WRITING ALTERNATE HISTORY

Spotsylvania (Madison) – 50 minutes

Alternate historical novels, or "what if?" stories, explore the potential consequences if events in our real history had turned

out differently, or if historical characters had made different decisions. Thus, these alternative timelines usually stem from a single differing event or point of divergence, and when successful are similar enough to our own timeline to be recognizable, but different enough to be entertaining and thought-provoking. This presentation will discuss how to formulate credible points of divergence and realistic alternate histories, with examples from the alternate-historical literature of the last century.

Presenter: *Alan Smale*

THE SCIENCE FICTION DOUBLE FEATURE DRAG SHOW

The Glen Restaurant (Madison) – 90 minutes

Drag ex Machina is a collection of Drag Queens, Kings, and Things local to Virginia. Their mission is to bring LGBTQIA performance art to geeky convention spaces with performers who are sexy, funny, quirky, passionate, and represent the best parts about Fandom and Community. Be ready to go stark raving mad for The Science Fiction Double Feature Drag Show!

Emcees: *DJ Drae, O. Hai Mark*

Performers: *Mad Maxii, Fellow Plastic, Nubia, Jackyl Lantern, Dren Manduesa, Gaylien Space, Knightress Oxide*

FRIDAY 10:00 PM

ADULT THEMES IN RPGS

Dinwiddie (Jefferson) – 50 minutes

The vast majority of games approach mature topics by ignoring them. On the complete opposite end of the spectrum are games that explicitly explore dark, disturbing themes. How should a GM introduce such topics to the players? (*Warning: Mature Content*)

Panelists: *Murdermittens_, Orthane Productions (M), Jack Valentine*

THEY WEREN'T RELEASED, THEY ESCAPED

Buckingham (Jefferson) – 50 minutes

There are movies that people affectionately refer to as “so bad they’re good” and then there are movies where even the label of “bad” might be more than just a tad generous. Join our

panelists as they discuss some of the worst films they still somehow have a soft spot in their hearts for, the reasons that they’re somewhere around the bottom of the cinematic barrel, and why they still like them despite their flaws.

Panelists: *Flynnstress (M), Bill Mulligan, Jennifer R. Povey, L.R. Staszak*

MONSTER KID 101: ITALIAN SPIDERMAN

Albemarle (Jefferson) – 90 minutes

Dr. Bob Tesla brings you the Italian “classic.” It’s a version of Spider-Man like you’ve never seen him before!

FRIDAY 11:00 PM

MYSTERIES AND MAGIC

Richmond Boardroom (Jefferson) – 50 minutes

Not your great-great-grandfather’s magic show. Jonah Knight creates an environment of mystery and memory with storytelling and magical effects. Nostalgic, funny, and thoughtful with a good dose of body horror and murder. This show is for children of all ages who want to believe in magic and, you know, enjoy murder. This show is being performed twice with intimate, limited seating. First come, first served.

LATE NIGHT FILK CIRCLE

The Glen Restaurant (Madison)

A late-night gathering of musicians where you can sing, play, or just listen. Open to everyone!

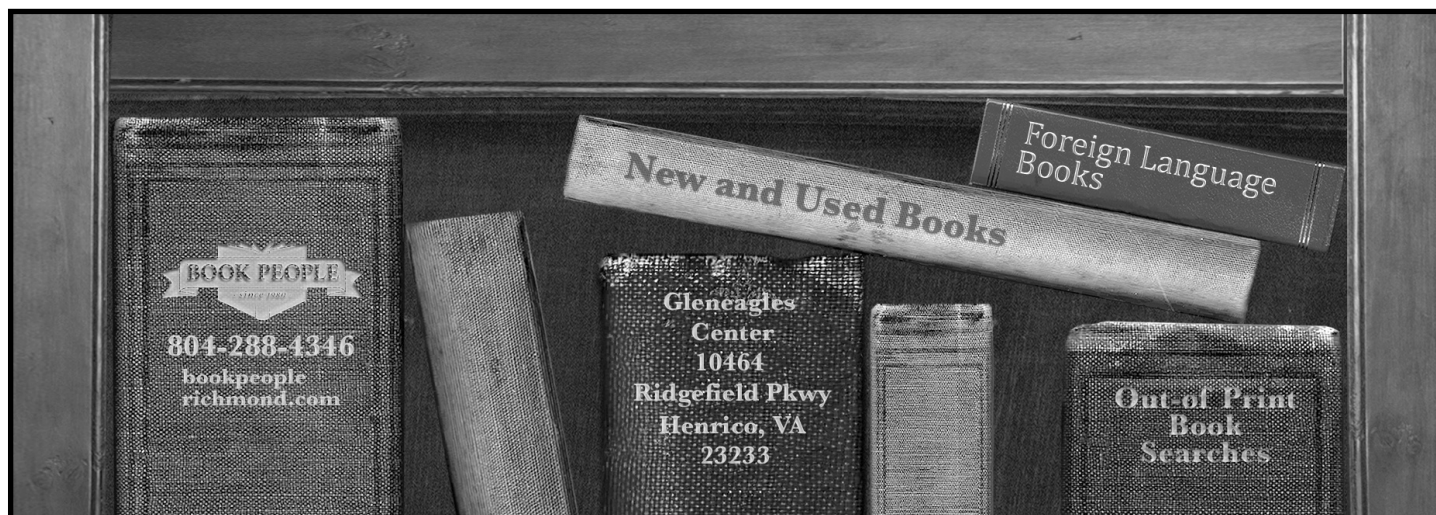
FRIDAY MIDNIGHT

MYSTICAL COSPLAY TUNNELS MEETUP

Pool Entrance (Madison) – 50 minutes

Join our photographers in the tunnels beneath Virginia Crossings for a fun photo shoot. Cosplayers and non-staff photographers are all welcome. We’ll meet on Floor 1 of Madison by the entrance to the pool.

Host: *SmashB*



SATURDAY 9:00 AM

READING: TANGENT ARTISTS

Fairfax Library (Jefferson) – 50 minutes

THE MOVIES OF 1975

Buckingham (Jefferson) – 50 minutes

Some great SFFH movies turn 50 this year: *Jaws*, *Rocky Horror Picture Show*, *Monty Python and the Holy Grail*, and *Rollerball* are just a few of this year's new semicentenaries.

Panelists: *Stephen Burks, O. Hai Mark, Meryl Yourish (M)*

AIRBRUSH BASICS FOR SFX MAKEUP AND COSPLAY

Albemarle (Jefferson) – 90 minutes

Ever wanted to use an airbrush to apply your cosplay makeup, but don't know where to begin? Join Lena Volkova in this demonstration on how to properly use an airbrush with tips on successful application, common mistakes, and how to care for your airbrush kit.

WHY WON'T THE

ALIEN INTERVENTION THEORY GO AWAY?

King George (Jefferson) – 50 minutes

From *Chariot of the Gods* to *Hangar 18* to *Ancient Aliens*, the idea of aliens changing the course of human development is an old one that blew up across the pop culture landscape with the pseudoscience works of Erich von Daniken and others in the late '60s and early '70s. Join us as we look at some of the sillier ways this theory has spilled out into pop culture entertainment before focusing on what's wrong with this concept and why it should finally go away.

Panelists: *Tom Doyle, Phillip Pournelle (M), Stormraven, Christopher Weuve*

ELEMENTS OF A GOOD GAME SYSTEM

Brunswick (Madison) – 50 minutes

A discussion of gaming systems. What makes a system work or fail? What systems work well for some types of gaming but not for others?

Panelists: *Harry "Jack" Heckel (M), Carrie Jo Patton, Wayland Smith*

SATURDAY 10:00 AM

SCRIBBLING LION FAN APPRECIATION EVENT

Canaveral (Jefferson) – 50 minutes

Join Leona R. Wisoker as she hosts a fan appreciation party for the attendees of RavenCon!

READING: PAMELA K. KINNEY & J.E. PITTMAN

Fairfax Library (Jefferson) – 50 minutes

HOW TO WRITE REALISTIC DIALOGUE

Dinwiddie (Jefferson) – 50 minutes

Have you ever been completely taken out of a story by unrealistic dialogue? Sometimes it's a matter of being "too realis-

tic." It can be harder than you think to create believable dialogue and also drop the umm... you know... real-life filler words that will bog down your writing.

Panelists: *R.S. Belcher, David Godwin, Cass Morris (M), Ian Randal Strock*

WE'RE NOT OLD—WE'RE VINTAGE!

Buckingham (Jefferson) – 50 minutes

What challenges have you faced as an aging fan? How have you adapted and what have you had to change or cut back on? Is there anything that you've started to enjoy more?

Panelists: *Sean Heare, Frank "Uncle Grayhawk" Huminski (M), Kate Ressman, Stormraven*

WHO'S IN CHARGE HERE? MODERATING 101

King William (Jefferson) – 50 minutes

It's not as easy as it looks! There are dozens of ways a panel can go off the tracks and it's your job to stop that from happening. Here's how you do it.

Panelists: *Flynnstress, O. Hai Mark, Jennifer R. Povey, Joan Wendland (M)*

THE CRAFT OF WRITING: THE FIRSTS

Henry (Jefferson) – 50 minutes

First sentences, first paragraphs, and first pages! These are crucial in hooking your reader and making them want to continue reading. How can you make them the best they can be? How can you use them to convey what you want from the story and characters?

Panelists: *Jennifer Brinn, James E. Deeley, Shane Gries (M)*

READING: CHAD OWNBY & FRASER SHERMAN

Richmond Boardroom (Jefferson) – 50 minutes

SOLAR ECLIPSES: WHAT'S THE BIG DEAL?

King George (Jefferson) – 50 minutes

Why do people get so excited about a solar eclipse? Recent eclipses have inspired people to travel hundreds of miles just to watch a shadow.

Panelists: *James Blakey (M), Andrew Caballero, Open High School Rocket Club, Phillip Pournelle*

COSPLAY READING HOUR (KIDS' TRACK)

York (Madison) – 50 minutes

Cosplayers come by to read and/or play games with the kids.

AUTHOR SIGNING: SEAN CW KORSGAARD

Artist & Author Alley (Madison) – 50 minutes

TAKING CHANCES WITH YOUR ART

Brunswick (Madison) – 50 minutes

Sometimes art needs experimentation, but it doesn't always work out. What have you tried to do that worked out brilliantly or failed miserably? What did you learn? Do failures make you more hesitant to try something new?

Panelists: *Marcos F. Eguia (M), Jason T. Graves, Kit's Craft Shop*

THE WILD GOOSE CHASE: A PUZZLE HUNT

Spotsylvania (Madison) – 90 minutes

In the last week, Gordon Pugh, animagus goose, has caused chaos in his classes, not once but seven times! The Principal of the P.A.W.S. Institute of Canada has had enough. It is time for Gordon to migrate—pack his suitcase, change into his goose form, and fly off to one of the other P.A.W.S. Institutes. Can you help him on his way? Join the Wild Goose Chase, a new puzzle hunt by Debbie Manber Kupfer. (*This puzzle hunt is intended for adults and older children.*)

CONCERT: CHUCK PARKER

The Glen Restaurant (Madison) – 50 minutes

Slice of life, confessional geek tunes that are often kind of funny.

SATURDAY 11:00 AM

CONCERT: STEVE TAYLOR

Powhatan (Jefferson) – 50 minutes

Enjoy a live acoustic performance while you visit the Art Show.

READING: NICOLE GLOVER & SARENA STRAUS

Fairfax Library (Jefferson) – 50 minutes

THE EVOLUTION OF *DOCTOR WHO*

Dinwiddie (Jefferson) – 50 minutes

From classic *Doctor Who* to the modern era: what worked in the '60s and '70s that does or doesn't work today?

Panelists: *Billy Flynn (M), Dennis M. Myers, Jennifer R. Povey, Angela Pritchett*

YOUR COSPLAY TOOLBOX

Buckingham (Jefferson) – 50 minutes

Dremel, heat gun, 3d printer, hot glue gun... We'll cover all the tools you'll need for costume and prop making and give you some clever work-arounds for when you can't afford the fancy tools.

Panelists: *Sabrina "Amethyst" Bruce, Fredrick Corry (M), EAE Cosplay, Naychan Cosplay, Patricia "Pattycakes" Roberts*

AI AND THE 21ST CENTURY HORROR HOST

Albemarle (Jefferson) – 50 minutes

Count Gore De Vol has long been a pioneering horror host. From the early days of his television career to being the first horror host on the World Wide Web, he's worked to constantly tap new technologies. Now, join Count Gore De Vol as he shares with you examples of how AI might be used to enhance horror movie hosting in the 21st Century for his show and yours.

APPALACHIA AND SOUTHERN FICTION

King William (Jefferson) – 50 minutes

America is the ultimate cultural mixing pot, one that results

in infinitely diverse folktales and perspectives. Perhaps none is as rich and varied as the folklore of the Appalachian region. Come and hear insights and history of this unique area and how it influences the stories written by and set in these spaces.

Panelists: *April J. Asbury, R.S. Belcher, Alix E. Harrow, Sean CW Korsgaard (M), Jack Valentine*

TO PSEUD OR NOT TO PSEUD

Henry (Jefferson) – 50 minutes

Is it best to publish under your legal name? Should you have several names (one per genre), or put everything under a single name so your fans can find you? Is it disingenuous to imply an identity that's not your own with your pen name?

Panelists: *Morgan Hazelwood (M), Wayland Smith, Mary Terrani, Martin Wilsey*

READING: KRISTA CAGG & JOAN WENDLAND

Richmond Boardroom (Jefferson) – 50 minutes

TECHNIQUES AND LESSONS LEARNED FOR EFFECTIVE STEM OUTREACH

King George (Jefferson) – 50 minutes

Do you want to help instill the principles of Science, Technology, Engineering, and Mathematics (STEM) into the next generation, but don't know where to begin? This workshop shares ideas on how to safely and effectively set up and execute a STEM demonstration, where to find ideas and resources for demos, and where to find organizations to work with. Lastly, there will be a few fun demos to illustrate the principles. Workshop is led by Dr. Daniel Wallace; Engineer, School Board Member, and veteran of STEM outreach for nearly 40 years.

THE CRAFTY RAVEN (KIDS' TRACK)

York (Madison) – 50 minutes

Come scratch that crafting itch. Bring your own or explore our RavenCrafts!

AUTHOR SIGNING: PAMELA K. KINNEY

Artist & Author Alley (Madison) – 50 minutes

CONCERT: ASYLUM 213

The Glen Restaurant (Madison) – 50 minutes

Asylum 213 have taken the east coast and surrounding regions by storm, garnering notoriety for their chaotic, high-energy, jaw-dropping, and unpredictable live performances.

SATURDAY NOON

CONCERT: THE PLATYPUS PRINCESS (ALEXANDRA HIGGINS)

Powhatan (Jefferson) – 50 minutes

Enjoy a live acoustic performance while you visit the Art Show.

BOOK LAUNCH WITH AUTHOR ROBERT E. HAMPSON

Canaveral (Jefferson) – 50 minutes

Join Robert E. Hampson as he celebrates the release of his new book *Across an Ocean of Stars*.

READING: TOM DOYLE & PHILLIP POURNELLE

Fairfax Library (Jefferson) – 50 minutes

STORY OUTLINES

Dinwiddie (Jefferson) – 50 minutes

The story outline is a great bridge between your story idea and a polished work of fiction. When you're not sure how to start writing a story idea you might have, working on an outline will save you time and frustration, while also generating new ideas. We'll go over the basics to get you started.

Panelists: *JM Beal*, *Bishop O'Connell (M)*, *Evan Ratke*,
Alan Smale

COSPLAY MASHUPS AND CROSSOVERS

Buckingham (Jefferson) – 50 minutes

Doctor Stranger Things? Steampunk Darth Vader? How do you mix and match your favorite things and make it look good? We have suggestions!

Panelists: *Fredrick Corry*, *Dinozzocosplay*, *shortstack_cosplays*,
SmashB (M)

A BEGINNER'S GUIDE TO STEPHEN KING

King William (Jefferson) – 50 minutes

Are you interested in reading Stephen King but don't know where to start? Start here!

Panelists: *Sammie Cassell*, *Wayland Smith*, *Sarena Straus (M)*,
Valentine

WORLD BUILDING: A DEEP DIVE

Henry (Jefferson) – 50 minutes

Jack McDevitt's *Alex Benedict* novels, set in the far future, frequently reference pop culture events of the world the story takes place in. Sure, you've created a believable alien race, but what kind of music do they listen to? How do their politics work? What was their society like 200 years before your story is set? How deep should you go?

Panelists: *Doug Burbey (M)*, *A.M. Giddings*,
Mike Jack Stoumbos, *Leona R. Wisoker*

JOURNALING & JUNK JOURNALING

Richmond Boardroom (Jefferson) – 50 minutes

Do you want to come and journal with a group of like-minded people? Or do you want some help getting started in journaling? This workshop will have supplies and even a journal for you to start and get some help with (if you want it) for journaling and junk journaling! All supplies are provided, but if you have anything specific you want to use; you can also bring that for yourself! (\$15 Materials Fee, please sign up at Registration.)

Presenter: *Angela Pritchett*

Civilization fell, and it fell HARD.

High atop a dormant volcano...

...off the coast of Kauai...

**...on the central plateau of the Big Island,
survivors want to rebuild civilization.**

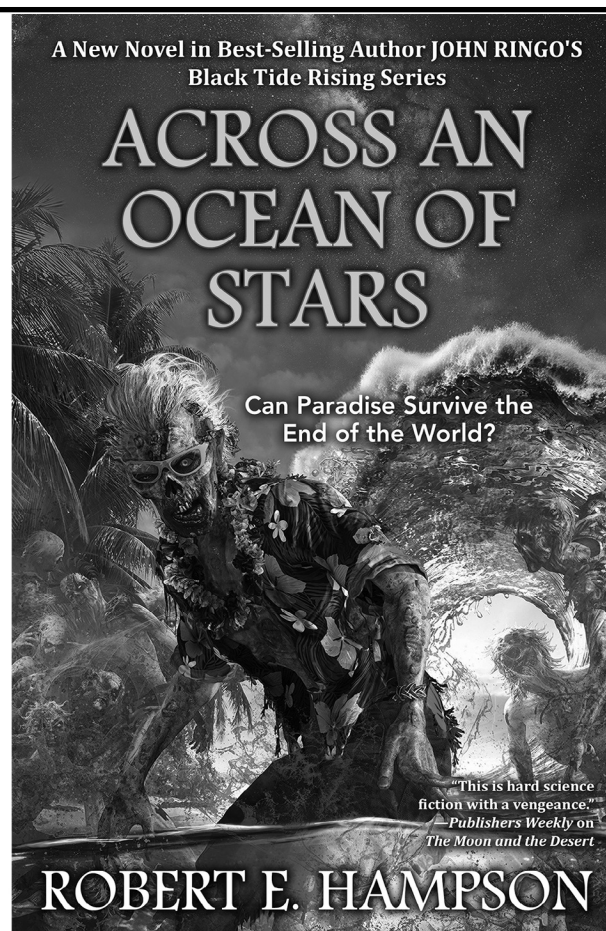
**To do that, they'll need to reunite a people
scattered across an ocean of stars.**



eBook & Audio 4/1/2025

Paperback 4/15/2025

Run down a copy today!



**ANYONE CAN BE BATMAN: A CASE STUDY
ON THE EVOLUTION OF BATMAN IN FILM, PART 1**

King George (Jefferson) – 90 minutes

Since the 1940s, the universe of Batman has been imagined and reimaged numerous times. From the early serial short films to the campy 1960's version to the dark and gritty modern films, studying the Batman films from multiple theoretical lenses provides valuable insight into film studies, gender studies, and sociological and historical perspectives. This workshop provides a deep dive into the findings of Chad Ownby's graduate school capstone project on the subject. Part 1 covers all of the 1940's films, *Batman 1966*, and the four films from the '80s and '90s.

STORYTELLING FOR MIDDLE SCHOOLERS AND TEENS

(KIDS' TRACK)

York (Madison) – 50 minutes

Learn about the main elements of storytelling and how to use them. Participants will make up their own story (as a group) during the workshop.

Presenter: *Meryl Yourish*

AUTHOR SIGNING: NICOLE GLOVER

Artist & Author Alley (Madison) – 50 minutes

A RAVEN IN WONDERLAND TEA PARTY

Brunswick (Madison) – 90 minutes

Join us for tea and snacks. Costumes encouraged! (*Tickets are available at Registration but buy quickly, this WILL sell out.*)

BUILD YOUR OWN MODEL ROCKET

Spotsylvania (Madison) – 90 minutes

Learn the basics of building a model rocket with the help of Open High School's Rocket Club. No experience necessary. (\$15 Materials Fee, Please sign up at Registration.)

CONCERT: HIPHOPMCDUGAL

The Glen (Madison) – 50 minutes

Hiphopmcdougal share their love of video games, cryptids, Weezer, and pizza—rapping and singing over everything from classic hip hop beats to mariachi music.

SATURDAY 1:00 PM

READING: JENNIFER R. POVEY & ALAN SMALE

Fairfax Library (Jefferson) – 50 minutes

FANTASY = HISTORY?

Dinwiddie (Jefferson) – 50 minutes

Fantasy as a genre has a special connection with our ideas, pre-occupations, and prejudices about the past. It's like history—but you don't even have to pretend to use sources—or is it? Are we always thinking about the present when we write about the past? Can one be written in isolation, without the other?

Panelists: *Jennifer Brinn, Tom Doyle, JM Lee, Tempie W. Wade (M)*

AN INTRO TO PODCASTING

Buckingham (Jefferson) – 50 minutes

If the pandemic proved anything, it's that anyone can have a podcast. Do you not have one yet because you don't know how to get started? It's easier than you think. Our panelists will show you how.

Panelists: *Roger Carden (M), Sean Gleeson, Carrie Jo Patton*

IT CAME FROM ANOTHER WORLD: SNARKTRAK!

Albemarle (Jefferson) – 90 minutes

Do you know *MST3K* or *Rifftrax*? Well, *Snarktrak* is the same thing but not trademarked! This was a live riffing of the Christopher R. Mihm movie from its 10th-anniversary showing.

Presenter: *Dr. Bob Tesla*

GLORIFYING A GALAXY FAR FAR AWAY

King William (Jefferson) – 50 minutes

Join our panel to celebrate the galaxy gifted to us by George Lucas and so many other creative individuals. This panel is about everything we love about our favorite SF franchise. Complaint department located in the Saarlac pit.

Panelists: *Cass Morris (M), Dennis M. Myers, Stormraven*

SHAKE IT UP! MIXING GENRES

Henry (Jefferson) – 50 minutes

What makes a good cross-genre novel? When does it work and when does it fail? Should you follow whatever the current trend in the market is? What's been overdone and where is there still fresh space to explore?

Panelists: *R.S. Belcher, David Keener, Kate Ressman, Joan Wendland (M)*

HOW TO BE A MUSICAL GUEST OF HONOR

Richmond Boardroom (Jefferson) – 50 minutes

Jonah Knight was a seven-time Musical Guest of Honor before stepping back from music. He credits two things that helped him polish his show and get attention. He will share them and run attendees through the process of turning songs into a show. This workshop is focused on musicians but all performers will find actionable ideas. Bring a notebook.

STICKER SWAP (KIDS' TRACK)

York (Madison) – 50 minutes

Get new stickers of popular anime from the Rookery. Bring stickers from home and swap with fellow Rooks.

**PUSHING DRAGONS: AN IMPROVISED
DUNGEONS AND DRAGONS ADVENTURE**

The Glen Restaurant (Madison) – 90 minutes

Pushing Dragons mixes improv comedy, cosplay, and D&D for an outrageous night of fun and adventure. The Push Comedy Theater is playing Dungeons and Dragons, and you're invited to play along. This is a live show where we take everything great

about improv comedy and everything great about D&D and merge them together. Members of the Push Comedy Theater will go on an improvised adventure, using stripped down D&D rules (5th edition). With a giant, 20-sided die... you the audience will help determine the outcome. Unlike other live plays, we don't sit around the table. Our game is performed on a stage with the players and monsters often venturing into the audience. It is an exciting and energetic experience.

SATURDAY 2:00 PM

CONCERT: D.J. MCGUIRE

Powhatan (Jefferson) – 50 minutes

Enjoy a live acoustic performance while you visit the Art Show.

RIVER CITY SIREN PRESS BOOK LAUNCH

WITH AUTHOR D.M. MEWHA

Canaveral (Jefferson) – 50 minutes

READING: APRIL J. ASBURY & JACK VALENTINE

Fairfax Library (Jefferson) – 50 minutes

YOU GOT ROMANCE IN MY GENRE!

Dinwiddie (Jefferson) – 50 minutes

Romance sells, so it's no surprise that it would be blended with every other genre. Historical, fantasy, and/or horror elements have all been mashed together to make romance a wide-ranging, all-inclusive genre. Why do we like these blends so much?

Panelists: *Nicole Glover, Mary Terrani, Tempie W. Wade (M), Wednesday Mourning Cosplay*

POINT. POSE. SHOOT.

Buckingham (Jefferson) – 50 minutes

If only it were that simple! Our experts will share all the tricks they've learned for doing their own self-photography without any outside help.

Panelists: *EAE Cosplay, Patricia "Pattycakes" Roberts, Valentine (M)*

AI AND WRITING

King William (Jefferson) – 50 minutes

With recent advances in AI and a widening of its general availability, will it make "real life" authors obsolete? How can authors use AI tools? And should they?

Panelists: *Shane Gries, Cass Morris, Dennis M. Myers, Sarena Straus (M)*

EXPLORING YOURSELF THROUGH RPGS

Henry (Jefferson) – 50 minutes

What can we learn about ourselves through "avatar" games, where we play ourselves (or a specific/exaggerated version thereof) in an RPG universe? Can it affect your social dynamic with your fellow players?

Panelists: *Krista Cagg (M), Roger Carden, Weavers Circle*

MYSTERIES AND MAGIC

Richmond Boardroom (Jefferson) – 50 minutes

Not your great-great-grandfather's magic show. Jonah Knight creates an environment of mystery and memory with storytelling and magical effects. Nostalgic, funny, and thoughtful with a good dose of body horror and murder. This show is for children of all ages who want to believe in magic and, you know, enjoy murder. This show is being performed twice with intimate, limited seating. First come, first served.

BIOLOGY FOR WRITERS

King George (Jefferson) – 50 minutes

From gene-hacking to dragons to zombie plagues, biology is everywhere in genre fiction, but it can be intimidating for writers. Come hear from biologists on how science can help your story, how to research biological topics, and common mistakes to avoid.

Panelists: *Randall Hayes, PhD; A.M. Giddings (M); Jason T. Graves; Robert E. Hampson*

THE CRAFTY RAVEN (KIDS' TRACK)

York (Madison) – 50 minutes

Come scratch that crafting itch. Bring your own or explore our RavenCrafts!

AUTHOR SIGNING: JENNIFER R. POVEY

Artist & Author Alley (Madison) – 50 minutes

BETTER BETA READING: BOTH SIDES OF THE PEN

Spotsylvania (Madison) – 90 minutes

So you've been asked (or you offered) to beta read for someone. Or maybe *you're* the one looking for beta readers. As the writer: Where do you find readers and how do you get the feedback you're looking for? As a beta reader: If they don't specify, what sort of feedback should you give? Plus, how to give useful feedback—and stay on speaking terms with the author. Optional: Bring a single-page double-spaced writing sample to be beta-read. (*Limit of 25. No fee. Sign up at Registration.*)

Presenter: *Morgan Hazelwood*

SATURDAY 3:00 PM

CONCERT: CHUCK PARKER

Powhatan (Jefferson) – 50 minutes

Enjoy a live acoustic performance while you visit the Art Show.

READING: BISHOP O'CONNELL & HARRY "JACK" HECKEL

Fairfax Library (Jefferson) – 50 minutes

BUILDING A WORLD FOR A CHARACTER AND A CHARACTER FOR A WORLD

Dinwiddie (Jefferson) – 50 minutes

Some writers start with a world, some start with a character.

The relationship between character and setting can have a huge impact on the story being told regardless of the medium. This panel will explore ways to make character and setting resonate. Panelists: *Jennifer Brinn (M)*, *Marcos F. Eguia*, *Evan Ratke*, *Alan Smale*, *Mike Jack Stoumbos*

COSTUMING TIPS I WISH I LEARNED EARLIER

Buckingham (Jefferson) – 50 minutes

Ever wonder why your costumes don't look as sharp as the ones on the front of the pattern? Our panel will discuss how to select the right fabric, why interfacing exists, the importance of ironing, and indispensable finishing techniques.

Panelists: *Naychan Cosplay*, *Murdermittens_ (M)*, *Valentine*

APOCALYPTIC AND ANTI-APOCALYPTIC FICTION: LEFT BEHIND OR LAUGHING?

Albemarle (Jefferson) – 50 minutes

The 1990s saw a dramatic rise of apocalyptic fiction like the *Left Behind* series, which some book marketers dubiously labeled Christian science fiction. During the same time, a counternarrative within science fiction and fantasy became popular: the anti-apocalyptic story, which took its structure from the Christian plotline but avoided the usual tragic outcome in a humanistic manner: e.g., in the book *Good Omens*. Tom Doyle will discuss the common forms and implications of these conflicting narratives, and look at where they are now.

INTERVIEW: GOH ALIX E. HARROW

King William (Jefferson) – 50 minutes

Join us as Michael D. Pederson interviews our Author GOH Alix E. Harrow.

FINDING THE PERFECT WRITING GROUP

Henry (Jefferson) – 50 minutes

What do you need? A critique group to nurture your writing and reassure you? Deadlines? Harsh critics who will push and challenge you? Simple line edits? A safe place to complain about the wretchedness of the writing life? These are all important needs, and a good writing group can fulfill them. But how do you find (or create) the perfect group for your needs?

Panelists: *April J. Asbury (M)*, *David Godwin*, *JM Lee*, *Martin Wilsey*

BALLOON ANIMALS 101

Richmond Boardroom (Jefferson) – 50 minutes

This workshop is oriented for BEGINNERS, aged 13-adult. The only prerequisite is to be able to tie off a balloon. The workshop will provide 1) a balloon pump, 2) an assortment of colorful balloons, and 3) an instruction booklet... all for you to keep. You will learn how to make several "classic" balloon animals, and learn how to create more. This fun workshop is led by Dr. Daniel Wallace; Engineer, School Board Member, and veteran of ballooning for nearly 30 years. (\$20 Materials Fee. Please sign up at Registration.)

GEEK RADIO DAILY

King George (Jefferson) – 50 minutes

Come to a taping of the award not-winning podcast of *GRD's* weekly podcast. We will be discussing with the audience all the geeky goings-ons of RavenCon and we might just have a surprise or two lined up for you. It's a lot of fun and not to be missed!

Podcasters: *Billy Flynn*, *Flynnstress*,
Ghostbusters: Don't Make Me Laugh

ROOKERY RANDOMNESS (KIDS' TRACK)

York (Madison) – 50 minutes

Come join us for some freeplay time.

AUTHOR SIGNING: JACK VALENTINE

Artist & Author Alley (Madison) – 50 minutes

PROFESSIONAL GAME MASTERS

Brunswick (Madison) – 50 minutes

The professional Game Master is a rising new career possibility. It offers its own unique sets of challenges and also offers a different approach to how we interact with our players. We'll share insights on encounter design, table behavior, finding contracts, and more.

Panelists: *James E. Deeley*, *Aaron Laniewicz (M)*,
Phillip Pournelle

LEARN ABOUT LASERS!

Outdoor Terrace (Madison) – 50 minutes

Andrew Caballero will be presenting a demonstration of laser propagation through air and fog as he explains things like beam expansion, reflection, collimation, and beam focusing. Presentation of the concepts of fluence and beam imaging will also be covered. Some laser games will be available for play. All ages welcome. This will be a relatively short presentation but you are invited to ask questions and increase your knowledge of lasers and their capabilities.

SATURDAY 4:00 PM

READING: JAMES BLAKEY & SEAN CW KORSGAARD

Fairfax Library (Jefferson) – 50 minutes

CHANGING THE PAST

Dinwiddie (Jefferson) – 50 minutes

Unhappy with the present? Re-write it! Alternate history is almost like wish-fulfillment for writers. What are the more interesting and inventive alternate timelines stories out there? What can alternate histories tell us about our present reality?

Panelists: *Tom Doyle*, *Tera Fulbright (M)*, *Nicole Glover*,
Bishop O'Connell

THE BIZ OF CREATING

Buckingham (Jefferson) – 50 minutes

Taxes, revenue sources, budgets, grants... No one really likes to talk about the business of business, but it's very important to be on top of it. Learn how to position yourself to make a

living doing what you love.

Panelists: *JM Beal, Roger Carden, Kate Ressman, Gray Rinehart (M)*

WEBCOMICS WORTH READING

Albemarle (Jefferson) – 50 minutes

Most of us probably know about *XKCD* or *Looking For Group*, but what are some other web-based comics worth checking out?

Panelists: *Stephen Burks, Amber Rodenbo (M), Fraser Sherman, Leona R. Wisoker*

GOH SIGNING: ALIX E. HARROW

King William (Jefferson) – 50 minutes

This is your chance to get your books signed by our Guest of Honor, Alix E. Harrow!

NEUROFOLLIES: AVOIDING OVERUSED (AND FALSE)

BRAIN TROPES IN FICTION

King George (Jefferson) – 90 minutes

Neuroscientist Robert E. Hampson talks about the commonly (ab)used tropes about brain function and dysfunction, and why authors need to learn more about the brain in order to avoid these common fallacies.

PRE-MASQUERADE COSPLAY MEETUP

Grand Staircase (Jefferson) – 50 minutes

Join our photographers in the Jefferson for a fun photo shoot that will include shots on the Grand Staircase and in the RavenCon photo-op area. We will continue the tradition of a super group shot prior to the start of pre-judging and want to have all the judges and contestants and other cosplayers join us in the central courtyard. Cosplayers and non-staff photographers are all welcome.

KNITTING & CROCHETING IN FANDOM

York (Madison) – 50 minutes

What do knitting and crocheting have to do with being a fan? Want to learn how, or perhaps just find a quiet place to knit that *Doctor Who* scarf or a Cthulhu mask? Come join us!

AUTHOR SIGNING: APRIL J. ASBURY

Artist & Author Alley (Madison) – 50 minutes

DIVERSITY IN TTRPGs

Brunswick (Madison) – 50 minutes

Tabletop role-playing games offer a unique platform for collaborative storytelling and creative exploration. However, for many years, they lacked the diversity and representation needed to reflect the true tapestry of human experience. Recently, there's been a growing awareness of the importance of inclusive storytelling, where games embrace diverse characters, cultures, and identities. We'll talk about how you can make your own games more diverse.

Panelists: *Jett Dixon, Jennifer R. Povey (M), J. Yamil*

WORLD OF VULTURE CULTURE

(FEATURING 3D TERRARIUM BUILD)

Spotsylvania (Madison) – 90 minutes

Take a journey into the creative art of Vulture Culture, also known as bone art. This subcategory of taxidermy explores the realm of creative possibilities while respecting the art in a traditional fashion. At the end of the panel, get a chance to create and take home your very own 3d printed terrarium build. (\$45 Materials Fee. Please sign up at registration. Max 50 people.)

Presenter: *Kit's Craft Shop*

CONCERT: RE: THE MUSIC OF JONATHAN COULTON

The Glen Restaurant (Madison) – 50 minutes

The father/son duo of Alex and Steve Taylor make up the cover band, Re: The Music of Jonathan Coulton, that's been rocking the convention circuit.

ROCKET LAUNCH DEMO

Outside, Basketball Court (Behind Madison) – 50 minutes

Open High School Rocket Club will be launching rockets! (*Dependent on weather.*)

SATURDAY 5:00 PM

READING: BILL MULLIGAN

Fairfax Library (Jefferson) – 50 minutes

DISNEY: LIVE-ACTION VS ANIMATED

Buckingham (Jefferson) – 50 minutes

Disney has continued to produce live-action versions of their animated films, sometimes creating a "controversy" along the way. Is Disney short on ideas or are these retellings offering a new take on the story?

Panelists: *Sean Gleeson, Nicole Glover, Monica Marier, Stormraven (M)*

GHOSTBUSTERS: DON'T MAKE ME LAUGH

Albemarle (Jefferson) – 50 minutes

It's a rookie Ghostbuster's first job—can he show his surly teammate he has what it takes to catch a pesky poltergeist? *Ghostbusters: Don't Make Me Laugh* is a fan film created by the members of the real Ghostbusters, Virginia.

RESEARCH, RESEARCH, RESEARCH!

Henry (Jefferson) – 50 minutes

Research is important for writers. If your work isn't grounded in reality (especially in speculative fiction), it can break the suspension of disbelief. How do you find good sources? What actually needs to be researched and what can be left up to the imagination? How deep do you need to go to be believable?

Panelists: *Pamela K. Kinney, J.E. Pittman, Tempie W. Wade, Martin Wilsey (M)*

THE RAVENCON BOOK SWAP

Richmond Boardroom (Jefferson) – 90 minutes
Geeks got all da' books! Movers hate us. Now's your chance to swap some of those old books for new old books! This is a great chance to turn someone on to your favorite series or just clear off some space on that shelf at home.

MST3K-ING (KIDS' TRACK)

York (Madison) – 50 minutes
Watch an old movie and critique the actors and plot. Robots not required, but welcome.

AUTHOR SIGNING: SARENA STRAUS

Artist & Author Alley (Madison) – 50 minutes

GM LESSONS I LEARNED THE HARD WAY

Brunswick (Madison) – 50 minutes
When you first start GMing, things might not always go so well. That's normal but can be hard to overcome. Learn from some veterans how to cope with the expected unexpected.
Panelists: *Frank "Uncle Grayhawk" Huminski,*
Orthane Productions (M), Jennifer R. Povey,
Weavers Circle

CONCERT: DIRTY METAL LEFTY

The Glen Restaurant (Madison) – 50 minutes
Dirty Metal Lefty's sound ranges from dark, soulful, blues-inspired acoustic rock to visceral, grinding swamp rock with jazz and metal undertones.

SATURDAY 5:30 PM

PRE-JUDGING FOR THE MASQUERADE

Dinwiddie (Jefferson) – 90 minutes
Costumes will be pre-judged for workmanship and detail.
(For Masquerade participants only, everyone else has to wait until the Masquerade to see all the awesomeness.)

SATURDAY 6:00 PM

READING: RANDALL HAYES, PhD & D.M. MEWHA

Fairfax Library (Jefferson) – 50 minutes

THE TROUBLE WITH TIME TRAVEL

Buckingham (Jefferson) – 50 minutes
Time travel stories have become so ubiquitous that you can't tell one without referencing past classics. Netflix has given us a couple of time travel/teen/horror mashups recently but they feel like tongue-in-cheek ironic nods to the same tired tropes. Is there an original time travel story waiting to be told or is it time to give the genre a rest for a bit?
Panelists: *Krista Cagg, Fraser Sherman, Alan Smale (M)*

QUIET HORROR

Albemarle (Jefferson) – 50 minutes
Relying on mood, atmosphere, and psychological suspense one could say that quiet horror owes a huge debt to Edgar

Allan Poe. So, why have we not had a quiet horror panel before now? Let's fix that! Come hear our panelists' thoughts on this intensely terrifying sub-genre.

Panelists: *Randee Dawn (M), Pamela K. Kinney,*
Kate Ressman

ULTIMATE BLANKET FORT COMPETITION

King William (Jefferson) – 90 minutes
Dive into the cozy, whimsical world of competitive blanket fort construction, where creativity knows no bounds! Come watch contestants as they team up or go solo in crafting the most imaginative, sturdy, and inviting blanket fort. Throughout the event, our emcees and judges will offer tips, tricks, and playful banter, ensuring a spirited atmosphere as participants twist and tuck their way to victory.
Emcees: *Billy Flynn, O. Hai Mark*

WRITING YOUR FIRST BOOK

Henry (Jefferson) – 50 minutes
We all have to start somewhere, right? Our authors offer tips and advice, and explain the hurdles you may face along the way in your writing journey.
Panelists: *Harry "Jack" Heckel (M), Evan Ratke, L.R. Staszak,*
Tempie W. Wade

REBUNKING CRYPTIDS

King George (Jefferson) – 50 minutes
Many species of animal—even sizeable terrestrial mammals—are discovered every year, and yet despite the discovery of new species like the olinguito, and rediscovery of relic species like the coelocanth, giant squid, and chevrotain, cryptozoologists are consigned to the pseudoscientific ghetto by establishment scholars. Why this bias, and what makes cryptozoological species like the sasquatch or mokole-mkembe inherently unbelievable to conventional zoologists?
Panelists: *Andrew Caballero, David Keener, David Simms (M),*
Valentine

CARD MAGIC FOR BEGINNERS (KIDS' TRACK)

York (Madison) – 50 minutes
Learn easy, entry level card magic that you can use as a foundation for learning and creating more of your own. You will be shown a handful of easy-to-learn card magic tricks, shown how they work, and, more importantly, shown why they work. Supplies provided and first 20 attendees get a deck of cards with gaff cards.

ANALOG ART IN A DIGITAL WORLD

Brunswick (Madison) – 50 minutes
Why work in traditional media anymore? Our panelists discuss the benefits and restrictions of their preferred artistic media and share tips on how to hybridize between 2D, 3D, and digital art.
Panelists: *Stephen Burks, Marcos F. Eguia, Jason T. Graves,*
Chris Semtner (M)

CRASH CITY CON



August 22-24, 2025
Tanglewood Holiday Inn
Roanoke, Va

crashcitycon.com
540-266-2181

SATURDAY 7:00 PM

READING: AMBER RODENBO & MARCOS F. EGUIA

Fairfax Library (Jefferson) – 50 minutes

THE ISLAND OF LOST TOYS

Buckingham (Jefferson) – 50 minutes

A lot of us are, somehow, unfathomably, getting older. And with age comes nostalgia. A number of shows and books have been produced that focus on the toys of yesteryear, but they all pull from the same Top 10 list of G.I. Joe, Barbie, Transformers, My Little Pony, He-Man, Star Wars, LEGO, Cabbage Patch Kids, etc. Join our panelists as they talk about their favorite toys that aren't getting the nostalgia love they deserve.

Panelists: *Sammie Cassell (M)*, *Phillip Pournelle*

THE SLOW DEATH OF SWORD & SORCERY

Albemarle (Jefferson) – 50 minutes

Is the traditional secondary-world fantasy swashbuckler adventure story a moribund format, now that most pulp action SFFH stories have shifted to urban fantasy settings? What does it take to make sword and sorcery relevant to contemporary tastes? Has this genre shifted mostly to middle-grade and YA works, or does interest in *The Witcher* signal a resurgence in old-fashioned fantasy action yarns for grown-ups?

Panelists: *Jennifer Brinn*, *Sean CW Korsgaard*, *D.M. Mewha*, *Bishop O'Connell (M)*

MUSIC IN SFFH LITERATURE

Henry (Jefferson) – 50 minutes

Music can be a vital element of world-building and heartfelt storytelling. Stories about musicians and music—whether in the future or the past, or created by fantastical creatures or aliens—can put a new spin on old themes. We'll look at how music can be woven into stories, when it goes too far (do we *really* need four pages of lyrics?), and where it adds a new layer of magic.

Panelists: *Tera Fulbright*, *Gray Rinehart (M)*, *David Simms*

SKEPTICAL THINKING 101:

WHY IT'S MORE IMPORTANT THAN EVER

King George (Jefferson) – 50 minutes

It sometimes feels like we're officially in a post-fact, post-truth world and any attempt to be the voice of facts and reality is about as useful as screaming at an oncoming storm. However, our panelists will go over the basics of skeptical thinking, its application in everyday life, and why it's more important than ever for everyone to speak up and be that voice.

Panelists: *James Blakey*, *Andrew Caballero (M)*, *A.M. Giddings*, *Aaron Laniewicz*

COZY GAMING

Brunswick (Madison) – 50 minutes

Looking for a game that just makes you feel good? Our gaming experts will share their favorite cozy games and discuss why this gaming style is growing in popularity.

Panelists: *Jett Dixon*, *Debbie Manber Kupfer (M)*, *L.R. Staszak*, *Tangent Artists*

SATURDAY 7:30 PM

DREAMPUNK PRESS BOOK LAUNCH WITH AUTHOR TEMPIE W. WADE

Canaveral (Jefferson) – 50 minutes

Join DreamPunk Press to celebrate the publication of award-winning author Tempie W. Wade's newest novel, *The Purveyor*. We'll have books for purchase (that Tempie can sign), literary games with prizes, and very light refreshments. We may even be able to convince Tempie to give a reading!

THE RAVENCON MASQUERADE

The Glen (Madison) – 90 minutes

Come and see all the fabulous cosplays that our attendees have created! Plus, a mid-show performance by The Salacious Crumbles (Leigh Tyberg and Madison Metricula Roberts)!

Emcees: *Count Gore De Vol*, *Bill Mulligan*

SATURDAY 8:00 PM

OK... I'M DONE

Buckingham (Jefferson) – 50 minutes

Sometimes a series gets too convoluted to follow, or the creator becomes problematic, or the quality just drops off. When is it time to bail on something you used to love? When is it worthwhile to ignore the issues and push on?

Panelists: *JM Beal (M)*, *Fraser Sherman*, *Meryl Yourish*

QUEER VAMPIRES

Albemarle (Jefferson) – 50 minutes

Vampires, by the very nature of how they use seduction as part of the hunt, seem to be at least a little queer. A discussion about expressly queer vampires and the queerness that's always been a part of the lore.

Panelists: *Krista Cagg*, *Amber Rodenbo*, *Tangent Artists (M)*

GRAMMAR GOODIES (ASK AN EDITOR)

Henry (Jefferson) – 50 minutes

What are the common grammatical mistakes that every editor ends up fixing in most manuscripts? What are the less-well-known ones that we just love to nitpick?

Panelists: *JM Lee (M)*, *Cass Morris*, *Gray Rinehart*, *Ian Randal Strock*

EUGENICS IN SCIENCE FICTION

King George (Jefferson) – 50 minutes

Science fiction has long grappled with the concepts of human “advancement” and “perfection” in genetic terms. Let’s talk about what authors have done well and where they’ve perpetuated oppressive tropes and a misunderstanding of how genetics work.

Panelists: *Dr. J. “Cal” Baldari, James Blakey (M),
Jason T. Graves, Phillip Pournelle*

DIY D&D (KIDS’ TRACK)

York (Madison) – 50 minutes

From dice to figurines, how to make your own at home from household items.

SATURDAY 9:00 PM

CREATURE COMMANDOS

Buckingham (Jefferson) – 50 minutes

It’s the first property released in the new DCU and a spin-off of *The Suicide Squad* (which James Gunn says is *not* part of the new continuity). As kind of an odd choice for launching a universe, what does the show tell us about the DCU? More importantly, is it good?

Panelists: *Sean Gleeson; Randall Hayes, PhD; The Platypus
Princess (Alexandra Higgins); Wayland Smith;
Princeton Vice, the Monster Sitter (M)*

OLD-SCHOOL MONSTERS

Albemarle (Jefferson) – 50 minutes

Hollywood versions of vampires and other monsters bear little resemblance to the creatures people actually once believed in. We’ll discuss monsters in folklore and myth and how they differ from the movie versions.

Panelists: *Sammie Cassell, Sean Devereux (M),
Morgan Hazelwood, Chris Semtner*

THE RAVENCON CHARITY AUCTION

King William (Jefferson) – 2 hours

We’ll be auctioning off some REALLY cool stuff to raise money for The Dandelion Hive.

Emcees: *Billy Flynn, O. Hai Mark*

MILITARY TACTICS ONLY HOLLYWOOD COULD LOVE

Henry (Jefferson) – 50 minutes

Television and film seem to have a love affair with battles where both armies charge headlong at each other for no good reason. What methods can writers and creators use to make battle sequences both interesting and reasonably true to life? What are examples of movies and shows that manage to show both realistic and compelling battles?

Panelists: *Dr. J. “Cal” Baldari, Dirty Metal Lefty (M),
Shane Gries, Sean CW Korsgaard*

SCIENCE: YEAR IN REVIEW

King George (Jefferson) – 50 minutes

What cool things have been developed and discovered? Our science guests will fill you in on all the scientific happenings of the past year.

Panelists: *Andrew Caballero, A.M. Giddings,
Robert E. Hampson, Daniel Wallace (M)*

D&D FOR ROOKS BY ROOKS (KIDS’ TRACK)

York (Madison)

Open to all levels—beginner to expert.

IMMINENT PERIL LIVE!

The Glen Restaurant (Madison) – 90 minutes

Imminent Peril is the action-packed, creatively chaotic, improv party RPG! Join the creator as he and guest players build a hilarious world full of chaos, danger, and questionable decisions as they desperately try to outwit their impending doom. Every round the audience can digitally vote for who they think is least likely to survive, and eliminated players are replaced with volunteers.

Presenter: *Aaron Laniewicz*

YOU’RE GOING TO NEED A BIGGER DRINK

The Tavern (Madison) – 50 minutes

Celebrating 50 years of *Jaws*. Join SmashB in the bar to celebrate and discuss 50 years of this iconic movie franchise.

SATURDAY 10:00 PM

THE SPICE MUST FLOW

Dinwiddie (Jefferson) – 50 minutes

How much “spice” should you include in your novel? Are sex scenes out of place in SFFH? How much detail is too much? (*18+ only, IDs will be checked.*)

Panelists: *Krista Cagg (M), Cass Morris, Amber Rodenbo*

WHAT HAPPENED TO ORIGINAL MOVIES?

Buckingham (Jefferson) – 50 minutes

There have been numerous complaints about the dearth of original content, and it seems like everything is a sequel, adaptation, or remake. Join our panelists as they talk about the realities of big-budget movie making, and tip you off to some great movie gems that don’t have multi-million dollar PR budgets.

Panelists: *Sammie Cassell, Randee Dawn, Sean Gleeson (M)*

HORROR MASTERS:

THE FILMS OF ROMERO, CRAVEN, AND CARPENTER

Albemarle (Jefferson) – 50 minutes

These three writer/directors redefined American horror in the 1970s and ’80s. Do their films still hold up under a modern lens?

Panelists: *Bill Mulligan (M), Tangent Artists*

FOUND FAMILY IN SFFH

Henry (Jefferson) – 50 minutes

The concept of a found family is everywhere in recent pop culture. The idea that friends can inspire as much love and loyalty as biological families resonates with many SFFH fans, especially those in marginalized groups. We'll discuss shows/books/movies that have our favorite examples of found family.

Panelists: *D.M. Mewha, Weavers Circle (M)*

ASK A (MAD) SCIENTIST

King George (Jefferson) – 90 minutes

Our science guests answer audience questions on science and science fiction. Any questions! Always a favorite at RavenCon!

Panelists: *Robert E. Hampson (M) and friends*

DJ DRAE PRESENTS: GOTH NIGHT

Brunswick (Madison) – 2 hours

Have you ever wondered what type of music Edgar Allan Poe would listen to if he were alive today? Come out and dance as we dive deep into the darkness with two hours of goth, industrial, and darkwave meant to keep you writhing and squirming on the dance floor. Gothic Victorian clothing not required!

COSPLAY MEETUP: NIGHTTIME VERSION

Pool Entrance (Madison) – 50 minutes

Join our photographers and get some great nighttime shots. We'll meet on Floor 1 of Madison by the entrance to the pool. Cosplayers and non-staff photographers are all welcome.

Host: *SmashB*

SATURDAY 11:00 PM

HAPPY DAY! THE *HAZBIN HOTEL* SING-ALONG

Albamarle (Jefferson) – 50 minutes

You know the songs! Come and join your fellow fans in celebrating the music of your favorite adult cartoon series. (*18+ only, IDs will be checked.*)

Hosts: *Logan "Mourningstar" Beard,*
Wednesday Mourning Cosplay, Stormraven (M)

SUNDAY 9:00 AM

READING: MIKE JACK STOUMBOS & DAVID SIMMS

Fairfax Library (Jefferson) – 50 minutes

YOUR COSPLAY MATERIALS

Buckingham (Jefferson) – 50 minutes

Specialty fabrics, thermoplastics, EVA foam, and more! We'll tell you where to find them, how to use them, and how best to store them.

Panelists: *Fredrick Corry (M), Dinozocoplay,*
Naychan Cosplay

DRAWING FROM IMAGINATION

Albamarle (Jefferson) – 50 minutes

Not everyone needs models or source material. So, how do

they do it? Find out what fundamental techniques artists commonly use to create something from nothing.

Panelists: *Jason T. Graves (M), Chris Semtner, Tangent Artists*

POST-CON FILK

Spotsylvania (Madison) – 50 minutes

I love the music at conventions! Where can I find more of it after the convention? We'll tell you!

Panelists: *D.J. McGuire, Chuck Parker, The Platypus Princess*
(Alexandra Higgins) (M), The Salacious Crumbles
(Leigh Tyberg and Madison Metricula Roberts)

SUNDAY 10:00 AM

RIVER CITY SIREN PRESS BOOK LAUNCH WITH AUTHOR MARCOS F. EGUIA

Canaveral (Jefferson) – 50 minutes

Join River City Siren Press author Marcos F. Eguia as he celebrates the release of his newest book.

READING: MERYL YOURISH & DEBBIE MANBER KUPFER

Fairfax Library (Jefferson) – 50 minutes

IT'S OK TO BE BAD

Dinwiddie (Jefferson) – 50 minutes

You can't be a great artist or writer at the beginning, and it's ok to do something just because you enjoy it. What motivates you to continue?

Panelists: *JM Beal, Nicole Glover, Evan Ratke (M),*
Mary Terrani

EDGAR ALLAN POE IN POP CULTURE

Buckingham (Jefferson) – 50 minutes

He's a Funko Pop! He's been memed countless times. He's been used as a character in multiple recent television shows and movies. We know why his works are still popular, but why has Poe himself become such a cultural icon?

Panelists: *Dexy Collier, Chris Semtner (M)*

HOW TO PACK FOR A CON

Albamarle (Jefferson) – 50 minutes

How do you get your costumes into the smallest number of suitcases? What amenities from home do you need to bring? How do you handle multiple suitcases? Do you need to bring your own food? How do you fit everything into one car? How much can you bring if you're flying? So many issues to discuss.

Panelists: *Tera Fulbright, Sean CW Korsgaard,*
Murdermittens_, Angela Pritchett (M)

CRYPTID FICTION

King William (Jefferson) – 50 minutes

What are our favorite cryptid stories? From Dan Simmons' critically-acclaimed *The Terror* to just about anything by Chuck Tingle there is a WIDE range of cryptid fiction out there. Come, discuss.

Panelists: *Pamela K. Kinney, Jennifer R. Povey (M), David Simms*

USING FOOD IN YOUR WRITING

Henry (Jefferson) – 50 minutes

Food is such an essential part of our lives that it goes without saying that you should include it in your writing. Does your character cook? Do they garden? Do they raise and slaughter their own livestock? These are details that can bring your world and characters to life.

Panelists: *Dennis M. Myers (M), Bishop O'Connell, Kate Ressman, Martin Wilsey*

COSPLAY SWAP MEET

Richmond Boardroom (Jefferson) – 90 minutes

Do you have a cosplay that needs a new home? The cosplay swap meet is a great way to meet fellow cosplayers while you exchange accessories, props, costumes, and wigs that are taking up space. Clean out your cosplay closet and walk away with a new favorite costume or prop you may have otherwise struggled with. Bring your gently worn items—nothing stained, ripped, or in poor condition; small easy-to-repair damage is okay. No cash exchanges/commissions!

Host: *Jackyl Lantern*

IT'S THE END OF THE WORLD AS WE KNOW IT!

King George (Jefferson) – 50 minutes

Let's talk about our favorite world-ending disasters, from solar flares to plagues to supervolcanoes... Watch our science guests talk about their favorite (possible but unlikely) world-ending scenarios.

Panelists: *Andrew Caballero, Robert E. Hampson (M), Sean Heare, Amber Rodenbo*

COSPLAY READING HOUR (KIDS' TRACK)

York (Madison) – 50 minutes

Cosplayers come by to read and/or play games with the kids.

Participants: *Gaylien Space*

PUPPETRY 101

Brunswick (Madison) – 50 minutes

Come learn the basics of puppetry!

Panelists: *Ghostbusters: Don't Make Me Laugh; Monica Marier, Princeton Vice, the Monster Sitter*

HAND SEW BUTTON-EYE CHARACTERS

Spotsylvania (Madison) – 90 minutes

Pick from a selection of character patterns and hand sew your own plush! (\$20 Materials Fee. Please sign up at Registration. Max 50 people.)

Presenter: *Kit's Craft Shop*

COSPLAY MEETUP IN THE CENTRAL COURTYARD

Central Courtyard (Outside) – 50 minutes

Join our photographers for a fun photo shoot in the outdoor courtyard area (arbors, cannon, courtyard) of Virginia Crossings. Cosplayers and non-staff photographers are all welcome. (*Dependent on weather.*)

Host: *SmashB*

SUNDAY 11:00 AM

READING: GRAY RINEHART & ROBERT E. HAMPSON

Fairfax Library (Jefferson) – 50 minutes

SHORT STORIES: BIG IDEAS IN SMALL PACKAGES

Dinwiddie (Jefferson) – 50 minutes

Not everything has to be grand, epic multi-book endeavors. Sometimes your idea fits best as a short story. We discuss the elements of a great short story, and how to approach them if you're not used to thinking on a smaller scale.

Panelists: *Dr. J. "Cal" Baldari, Jennifer Brinn, Tera Fulbright, Jack Valentine (M)*

CREATING MEMORABLE CHARACTERS FOR YOUR TTRPG

Albemarle (Jefferson) – 50 minutes

Whether you're a player looking to make your character stand out or a GM looking to spice up your NPCs this workshop will help you create memorable characters for your next role-playing game. The crew from Pushing Dragons will show you some simple improv tricks that will make your characters unforgettable—no accents or funny voices needed.

STORY STRUCTURES OTHER THAN THE HERO'S JOURNEY

King William (Jefferson) – 50 minutes

A young, inexperienced character goes on a journey, gets tested along the way, overcomes a great challenge, and returns home triumphant, Yeah, yeah—been there, done that. Let's explore story structures that aren't the standard three-act Hero's Journey.

Panelists: *JM Beal, Tom Doyle (M), Alix E. Harrow, J.E. Pittman, Leona R. Wisoker*

EMBRACING FEAR

Henry (Jefferson) – 50 minutes

Facing the blank page, submitting work for publication, and getting dreaded rejections can trigger paralyzing fears. Learn how writers can work with fear, both personally and when crafting characters, to turn this challenging emotion into an ally.

Panelists: *April J. Asbury, Jenna Hamrick (M), Morgan Hazelwood, Kate Ressman*

BASICS OF 3D PRINTING

King George (Jefferson) – 50 minutes

We'll cover how 3D printers work, when they should be used, and how to design for them and use them. We'll also discuss some resources on purchasing printers and 3D printing services.

Panelists: *Open High School Rocket Club, Carrie Jo Patton (M), Stormraven*

COSPLAY KIDS PARADE/MEETUP (KIDS' TRACK)

Grand Staircase (Jefferson) – 50 minutes

An opportunity for the kids to show off their cosplay with a parade through the convention and then have their photos taken by one of our staff photographers.

Host: *Tori Kitsune*

FAN KNIT-IN

York (Madison) – 90 minutes

Bring your fiber-projects and sit and chat with fellow geeks about your favorite movies, TV shows, books, and (of course) fiber-art projects.

WRITING RESILIENT & COMPELLING TTRPG CAMPAIGNS

Brunswick (Madison) – 50 minutes

Game masters face a seemingly insurmountable challenge, they need to create a compelling and entertaining world and story for their players and at the same time roll with the punches when a player at the table undertakes the unexpected. Join our panel on how to prepare a rich world and story, and how to handle things when the story goes off the rails.

Panelists: *Harry "Jack" Heckel, Mike Jack Stoumbos (M),
Weavers Circle*

CONCERT: LEAGUE OF SPACE PIRATES

The Glen Restaurant (Madison) – 50 minutes

League of Space Pirates are an interstellar crew of rebel rockers on a mission to save the universe from the clutches of the sinister Übercorp. This seven-piece band of scallywags seamlessly blends high-energy 25th-century rock-n-roll with a theatrical flair, offering an unforgettable multi-dimensional experience.

SUNDAY NOON

READING: RANDEE DAWN & LEONA R. WISOKER

Fairfax Library (Jefferson) – 50 minutes

WHAT'S YOUR COMFORT MEDIA?

Dinwiddie (Jefferson) – 50 minutes

What media do you turn to when you've had a bad day? What about it centers or resets you?

Panelists: *Flynnstress, Jenna Hamrick, Morgan Hazelwood,
JM Lee (M)*

ART AUCTION

Buckingham (Jefferson) – 50 minutes

Did the item you bid on go to auction? Come prepared to fight for it! (*Note: Keep an eye on any bids you place throughout the weekend—they only go to auction once the Bid Sheet is filled up.*)

IMPROV AROUND THE GAME TABLE

Albemarle (Jefferson) – 50 minutes

Improv is the big buzz word lately in role-playing games. But it's not just "Yes, And"-ing every idea players throw at the

game master or coming up with a myriad of voices and accents for your NPCs. There are a lot of core improv concepts that can easily be applied to role-playing games. Concepts like making your partner look good, active listening, sharing the focus, and more.

Presenters: *Pushing Dragons*

THROUGH THE MAGIC DOOR: THE APPEAL OF PORTAL FANTASY

King William (Jefferson) – 50 minutes

Who isn't intrigued by opening a door and stepping into a new world? Do we relate to these stories because of dissatisfaction with the real world? This is one of the oldest sub-genres of fantasy and it's not waning in popularity. Our panelists will discuss the history and appeal of portal fantasy and isekai.

Panelists: *James Blakey, Krista Cagg, Alix E. Harrow,
Cass Morris, Bishop O'Connell (M)*

USING FEEDBACK TO CRAFT YOUR NOVEL

Henry (Jefferson) – 50 minutes

Critique groups, beta readers, sensitivity readers... Feedback is important for improving your writing, but no story will please everyone. Learn when and how to incorporate useful feedback into your manuscript—and when to ignore criticism that doesn't serve the story you want to tell.

Panelists: *Jennifer Brinn, David Godwin (M), Alan Smale*

READING: A.M. GIDDINGS & WAYLAND SMITH

Richmond Boardroom (Jefferson) – 50 minutes

IT'S A CONSPIRACY!

King George (Jefferson) – 50 minutes

Join our panelists as they take a somewhat more lighthearted look at the world of conspiracy and discuss the silliest conspiracy notions they've encountered. Then buckle up as they explain why there's no such thing as a harmless conspiracy theory and why everyone should speak up against such things.

Panelists: *Doug Burbey (M), Stormraven, Valentine,
Daniel Wallace*

HOW TO DESIGN AN ESCAPE ROOM

Brunswick (Madison) – 50 minutes

In an escape room, you are locked in a room and have to solve intricate puzzles to get out. Beyond puzzles, there is also a story to each room that you untangle as you solve the puzzles. What goes into designing an effective escape room, both from a story perspective and a puzzle perspective?

Panelists: *Jonah Knight (M), Orthane Productions,
Michael D. Pederson*

HOW TO WIN AT PITCHING

Spotsylvania (Madison) – 50 minutes

In this workshop, we will go over the different types of writing pitch competitions that are out there and how you can use them to hone your craft and maybe even get the attention of

an agent or publisher! This will be a hands-on workshop where you will get to practice your pitch and share it with other attendees for feedback.

Presenter: *Sarena Straus*

CONCERT:

THE PLATYPUS PRINCESS (ALEXANDRA HIGGINS)

The Glen (Madison) – 50 minutes

A singer/songwriter whose folk-indie sound blends cosplay, wordplay, and colorful guitar play—with a pinch of sass.

MAGPIE MEETUP & RIBBON SWAP

Outside Terrace (Madison) – 50 minutes

Have you been collecting shiny objects all weekend? Bring your badge ribbons, buttons, bookmarks, or whatever you've got to our meetup and trade them with your fellow magpies!

SUNDAY 1:00 PM

BOOK LAUNCH WITH AUTHOR JACK VALENTINE

Canaveral (Jefferson) – 50 minutes

Join author Jack Valentine as he celebrates the release of his new book.

Hosts: *April J. Asbury, Jack Valentine*

PROBLEM CHILDREN

Dinwiddie (Jefferson) – 50 minutes

How to work through novels that are difficult to write. We discuss what might cause the difficulties, what to do about them, and when to cut your losses and give up.

Panelists: *JM Beal (M), James E. Deeley, Nicole Glover, Harry "Jack" Heckel*

MAKE IT UNIQUE & PERSONAL

Buckingham (Jefferson) – 50 minutes

What little elements do you include to make your costume your own? How do you make your Sailor Moon or Deadpool stand out from the thousands of others out there? Special accessories? Unique design elements? We'll discuss how to bring your personality out in your costumes.

Panelists: *EAE Cosplay, Naychan Cosplay, SmashB, Valentine (M)*

ANYONE CAN BE BATMAN: A CASE STUDY ON THE EVOLUTION OF BATMAN IN FILM, PART 2

Albemarle (Jefferson) – 90 minutes

Since the 1940s, the universe of Batman has been imagined and reimaged numerous times. From the early serial short films, to the campy 1960's version, to the dark and gritty modern films, studying the Batman films from multiple theoretical lenses provides invaluable insight into film studies, gender studies, and sociological and historical perspectives. This workshop provides a deep dive into the findings of Chad Ownby's graduate school capstone project on the subject. Part 2 covers the Christopher Nolan films and beyond.

WHY HORROR?

King William (Jefferson) – 50 minutes

Horror as a genre speaks to us all in different ways. Fear is human, so tasting of that fear is a universal experience. Why do we seek to be scared? What lessons does the genre teach us?

Panelists: *Krista Cagg, A.M. Giddings, Murdermittens_ (M), David Simms*

SYMPATHY FOR THE DEVIL

Henry (Jefferson) – 50 minutes

Sometimes the bad guy's motivation just makes sense. What villains did you agree or sympathize with? What makes you root for the bad guy?

Panelists: *Randee Dawn, Tom Doyle, David Keener (M), Weavers Circle*

READING: JASON T. GRAVES & CHRIS SEMTNER

Richmond Boardroom (Jefferson) – 50 minutes

WHAT THE U.S. NAVY TAUGHT ME ABOUT STARFLEET

King George (Jefferson) – 90 minutes

On the surface, Starfleet looks like a navy — the US Navy, to be specific. But looks can be deceiving. Come hear the similarities and differences between the two, from someone who works as a naval analyst in his day job.

Presenter: *Christopher Weuve*

MYTHOLOGY 101 (KIDS' TRACK)

York (Madison) – 50 minutes

Delve into a mythology! (So many to choose from!)

Panelists: *Dr. J. "Cal" Baldari, Cass Morris*

3D PRINT PAINTING

Spotsylvania (Madison) – 90 minutes

Select from a selection of 3d prints and paint your own to take home! Materials fee pays for prints, paint, brushes, and additional materials. (\$15 Materials Fee. Please sign up at Registration. Max 50 people.)

Presenter: *Kit's Craft Shop*

CONCERT: THE SALACIOUS CRUMBLES (LEIGH TYBERG AND MADISON METRICULA ROBERTS)

The Glen Restaurant (Madison) – 50 minutes

Songs that range from the goofy to the heartfelt, and good ol' fashioned cantina songs. They may not have a kloo horn, but even Figrin D'an would jizz to these sing-alongs and good times!

SUNDAY 2:00 PM

TWO-SENTENCE HORROR STORIES

Dinwiddie (Jefferson) – 50 minutes

"The last man on Earth sat alone in a room.

There was a knock on the door..."—Frederick Brown

In this interactive panel, the moderator will guide the panelists and the audience through writing two-sentence horror stories which will then be put head to head. Whose will be best? Come and see!

Panelists: *Randee Dawn; Sean Heare (M),
Debbie Manber Kupfer;
Princeton Vice, the Monster Sitter*

X-MEN '97

Buckingham (Jefferson) – 50 minutes

Picking up where the original 1990's series left off, *X-Men '97* has received strong fan support and has been renewed for two more seasons. What do our panelists think of the new show?

Panelists: *Randall Hayes, PhD (M); Angela Pritchett;
Wayland Smith*

MST3K-ING (KIDS' TRACK)

York (Madison) – 50 minutes

Watch an old movie and critique the actors and plot. Robots not required, but welcome.

CONCERT: TEAR UP THE PLANKS

The Glen Restaurant (Madison) – 50 minutes

Poe-inspired solo project from local musician Dexy Collier.

SUNDAY 3:00 PM

ROOKERY FOR TOMORROW (KIDS' TRACK)

York (Madison) – 50 minutes

Come say goodbye to everyone, get your crafts, and tell us what you want for next year.

RAVENCON IN REVIEW/CLOSING CEREMONIES

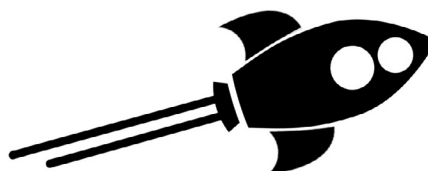
Brunswick (Madison) – 50 minutes

Did you enjoy the convention? Tell us what you think. We'll also announce the winners of the RavenConnie and talk about plans for next year.

SUNDAY 4:00 PM

END OF CONVENTION

We look forward to seeing everyone back next year for the 100th Anniversary of Science Fiction!



READINGS

Fairfax Library (Jefferson)

SATURDAY	9:00 am	Tangent Artists
	10:00 am	Pamela K. Kinney
	10:25 am	J.E. Pittman
	11:00 am	Nicole Glover
	11:25 am	Sarena Straus
	12:00 pm	Tom Doyle
	12:25 pm	Phillip Pournelle
	1:00 pm	Jennifer R. Povey
	1:25 pm	Alan Smale
	2:00 pm	April J. Asbury
	2:25 pm	Jack Valentine
	3:00 pm	Bishop O'Connell
	3:25 pm	Harry "Jack" Heckel
	4:00 pm	James Blakey
	4:25 pm	Sean CW Korsgaard
	5:00 pm	Bill Mulligan
	5:25 pm	R.S. Belcher
	6:00 pm	Randall Hayes, PhD
	6:25 pm	D.M. Mewha
	7:00 pm	Amber Rodenbo
	7:25 pm	Marcos F. Eguia

SUNDAY	9:00 am	Mike Jack Stoumbos
	9:25 am	David Simms
	10:00 am	Meryl Yourish
	10:25 am	Debbie Manber Kupfer
	11:00 am	Gray Rinehart
	11:25 am	Robert E. Hampson
	12:00 pm	Randee Dawn
	12:25 pm	Leona R. Wisoker

Richmond Boardroom (Jefferson)

SATURDAY	10:00 am	Chad Ownby
	10:25 am	Fraser Sherman
	11:00 am	Krista Cagg
	11:25 am	Joan Wendland
SUNDAY	12:00 pm	A.M. Giddings
	12:25 pm	Wayland Smith
	1:00 pm	Jason T. Graves
	1:25 pm	Chris Semtner



JAN 30 - FEB 1, 2026

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CONVENTION

JESS BUSH



- OPENING CEREMONY
- GAMING ALL WEEKEND
- ART SHOW & AUCTION
- FRI & SAT EVENING PARTIES
- LIVE PERFORMANCES
- PROGRAMS FOR ALL AGES
- VENDORS
- AUTOGRAPHS
- CHARITY AUCTION
- GAME SHOWS
- MASQUERADE COSTUME CONTEST
- WORKSHOPS

GET TICKETS NOW!

FarpointCon.com

GAMING SCHEDULE

FRIDAY 2:00 PM

CITY OF MIST (2 HOURS)

A city shrouded in mist where heroes, tricksters, and monsters are reborn inside ordinary people. Powered by the Apocalypse game system that allows you to be any character from literary history and bring them into the modern environment.

PG-13 | Apocalypse TTRPG | Max 6 players | GM: Chawn

FRIDAY 3:00 PM

ANIME 5E: CARRY ON WAYWARD SON (4 HOURS)

A multi-part introductory adventure for Anime 5E. The scenario is for 3-5 capable characters (2nd level, or possibly 3rd level) that unfolds over two to four sessions.

PG-13 | TTRPG | Max 6 players | GM: Jim

DUNGEONS & DRAGONS

SECRETS IN THE CLAY: THE MYSTERY (2 HOURS)

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

PATHFINDER (10 HOURS)

Dive into the rich and immersive world of Golarion with Pathfinder Organized Play. Whether you're a seasoned adventurer or a newcomer to the world of tabletop RPGs, there's a thrilling adventure waiting for you. Join fellow heroes as you embark on quests, battle fearsome monsters, and uncover ancient mysteries—all while forging unforgettable memories.

Ages 16+ | TTRPG | Max 6 players | GM: Various

THE PURRFECT TRAP:

A KINGDOM OF KESHANAR ADVENTURE (4 HOURS)

All of the cats in the city of Keshanar have disappeared. You must figure out what happened to the cats before outright panic sets in! This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolation. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

STARFINDER (10 HOURS)

Blast off into the cosmos with Starfinder Organized Play. Set in a futuristic universe filled with alien civilizations, advanced technology and cosmic wonders, Starfinder offers endless possibilities for daring spacefarers. Gather your crew, pilot your starship, and explore the far reaches of the galaxy as you encounter strange new worlds and encounter formidable adversaries.

Ages 16+ | TTRPG | Max 6 players | GM: Various

FRIDAY 4:00 PM

CARCASSONNE (1 HOUR)

Carcassonne is a simple (but sometimes tricky!) map-building game for 2-6 players. You claim and try to build cities, roads, and other features to score points. We have many expansions to suit any group of players.

Ages 12+ | Board Game | 2-6 players

GM: Master of the Obvious

DEMOS ON DEMAND

FOUR HORSEMEN: THE OMEGA WARS (6 HOURS)

Set in the universe of the popular *Four Horsemen* science fiction books. Battle it out in this tactical card game as human mercenaries or alien races!

PG-13 | Board Game | Max 4 players

GM: Clarion Game Studios

DEMOS ON DEMAND: HENCHMAN! (6 HOURS)

Henchman is a zany cooperative backstabber—compete with your co-workers to advance from Minion status to become the new Henchman!

PG-13 | Board Game | Max 7 players

GM: Clarion Game Studios

DEMOS ON DEMAND: HULL BREACH! (6 HOURS)

Hull Breach! is a space-based tactical card game for 2 players and up. Command your Station, build your fleet, and conquer!

PG | Board Game | Max 8 players

GM: Clarion Game Studios

ESCAPE THE DARK CASTLE (2 HOURS)

A simple, cooperative game of retro-atmospheric adventure. Players take the roles of prisoners and must work together using dice and cards to overcome the castle's many horrors, traps and challenges.

PG-13 | Board Game | 1-4 players | GM: Gordon Lawyer

MAGIC: THE GATHERING—COMMANDER (7 HOURS)

Commander is a variant of Magic: The Gathering. Players are encouraged to bring their own decks, but there will be loaner decks as well. If you've never played Commander before, we'll teach you! Our GM, will also have the Plane Chase decks and Archenemy if you want to try something different with your Commander Pod. Four player pods will start as soon as we have enough players. If we have enough interest there will be a two-headed giant Commander bash Saturday night. Proxies are welcome, we will be playing casual non-tournament games.

Ages 14+ | Card Game | Pods of 4 players | GM: Doug

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

A TOUCH OF EVIL: DARK GOTHIC (2 HOURS)

Dark Gothic is a deck-building game set in Flying Frog's *A Touch of Evil* game series.

PG | Board Game | Max 5 players | GM: Gordon

FRIDAY 5:00 PM

AD&D BOARD GAME: LEGEND OF DRIZZT (2 HOURS)

The AD&D board game is a cooperative game for 2-5 players, ages 14 and up. If you are familiar with roleplaying games, playing is a snap. Even if you are not, the nature of the game makes it simple to try out. Join us as we explore the dungeon's hazards, and struggle to find our way out!

Ages 14+ | Board Game | 2-5 players | GM: Daxaphar

CALL OF CTHULHU: ONE-SHOTS (INCLUDING DEAD BOARDER, EDGE OF DARKNESS, AND THE HAUNTING, AMONG OTHERS) (2 HOURS)

Call of Cthulhu is a horror TTRPG based around the Lovecraftian mythos, usually set in the 1920s. Most scenarios and one-shots involve players acting as "investigators" that try to solve some kind of mystery, either as a concerned party or a hired private investigator(s). Call of Cthulhu is RP heavy and combat is often short and deadly. It is also a skill-based not a class-based game so players have occupations but it's their skills that really matter and there is no leveling up.

NC-17 | TTRPG | 4 players | GM: Laila Elgiar

WHEN THE SKY COMES LOOKING FOR YOU (2 HOURS)

Your party is hired by a loanshark luchador to track down a debtor. This leads you to an airship on its way to the Near. Can you escape in time? A Weird Frontiers adventure for level 2 characters. Pregens will be provided. Weird Frontiers is a Dungeon Crawl Classics variant for fans of cowboys and Cthulhu.

PG-13 | TTRPG | Max 6 players | GM: J.

FRIDAY 6:00 PM

BATTLETECH: THE GRINDER (7 HOURS)

All materials will be provided. This scenario is designed to appeal to all skill levels but targeted to the interests of the inexperienced. The focus of the Grinder is to have fun, kill mechs, and be killed. Winning is not important, nor is trying to be the best. What is important is the enjoyment that the players express. This event runs until at least midnight. Walk-ups are welcome.

PG-13 | Miniature Board Game | Max 10 players | GM: Chuck

CITY OF MIST (2 HOURS)

A city shrouded in mist where heroes, tricksters, and monsters are reborn inside ordinary people. Powered by the Apocalypse game system that allows you to be any character from literary history and bring them into the modern environment.

PG-13 | Apocalypse TTRPG | Max 6 players | GM: Chawn

DARK TOWER (7 HOURS)

A sequel to the highly sought-after 1981 Dark Tower, Return to Dark Tower is a heroic quest.

PG-13 | Board Game | 1-4 players

GMs: Richard and/or Daniel | Rookery kids welcome

FRIDAY 7:00 PM

D&D 5E: CLUCKS FROM THE SHADOWS (4 HOURS)

What happens in the hen house stays in the hen house! Or so we had hoped. Chaos has descended upon the port city of Dale. An intrepid party of players is needed to sleuth out what's going on and stop this fowl plot in its tracks! An introductory (level 1 characters provided) story-based adventure.

PG-13 | TTRPG | Max 6 players | GM: Jamie M

DEADLANDS: COFFIN ROCK (5 HOURS)

Coffin Rock is an adventure for Deadlands Reloaded. The mining town of Coffin Rock, CO, is a seething cauldron of trouble. The local soiled doves are making a killing, some say ghosts walk the streets, and a mad serial killer is on the loose. And there's more, amigo! Lots more. A group of outlaws have hatched a vengeful scheme to get even with the locals, a new preacher is stirring up trouble, and a mysterious shaman foretells dark tidings from the nearby hills. All that stands between the town and more chaos than a twister in Kansas are a posse of strangers still dusty from the trail. Polish up your six-guns, dust off your Hoyle's, fire up that flamethrower, and get ready for more Weird Western action than you can shake a tomahawk at!

PG-13 | TTRPG | 6 players | GM: Tom Melanson

DUNGEONS & DRAGONS

SECRETS IN THE CLAY: THE DUNGEON CRAWL (2 HOURS)

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

MAGIC: THE GATHERING—DRAFT (2 HOURS)

Build a deck on-the-fly! Prizes and entry fee TBD.

Ages 14+ | Card Game | Pods of 4 players | GM: Ryan

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

FRIDAY 8:00 PM

GASLIGHTS & GRIMOIRES:

THE GRAND GUIGNOL (5 HOURS)

1901. When a young American heiress shows signs of a mysterious disease, the Society sends you to investigate. Armed with only a vague notion and your wits, you and your associates will face the potential threat of an all-out war.

Ages 18+ | TTRPG | 4-6 players | GM: Mark Geary

SNATCHING HOPE FROM THE JAWS OF DEFEAT (4 HOURS)

This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolation. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

STORMVAULT (2 HOURS)

Stormvault is a cooperative game of exploration and adventure in which mighty Stormcast Eternals heroes search for lost artefacts and battle the fearsome champions of Chaos.

PG | Board Game | Max 4 players | GM: Gordon Lawyer

FRIDAY 9:00 PM

ANIME 5E CARRY ON WAYWARD SON (4 HOURS)

A multi-part introductory adventure for Anime 5E. The scenario is for 3-5 capable characters (2nd level, or possibly 3rd level) that unfolds over two to four sessions.

PG-13 | TTRPG | Max 6 players | GM: Jim

SATURDAY 9:00 AM

CARCASSONNE (2 HOURS)

Carcassonne is a simple (but sometimes tricky!) map-building game for 2-6 players. You claim and try to build cities, roads, and other features to score points. We have many expansions to suit any group of players.

Ages 12+ | Board Game | 2-6 players

GM: Master of the Obvious

DEMOS ON DEMAND**FOUR HORSEMEN: THE OMEGA WARS (16 HOURS)**

Set in the universe of the popular *Four Horsemen* science fiction books. Battle it out in this tactical card game as human mercenaries or alien races!

PG-13 | Board Game | Max 4 players

GM: Clarion Game Studios

DEMOS ON DEMAND: HENCHMAN! (16 HOURS)

Henchman! is a zany cooperative backstabber—compete with your co-workers to advance from Minion status to become the new Henchman.

PG-13 | Board Game | Max 7 players

GM: Clarion Game Studios

DEMOS ON DEMAND: HULL BREACH! (16 HOURS)

Hull Breach! is a space-based tactical card game for 2 players and up. Command your Station, build your fleet, and conquer!

PG | Board Game | Max 8 players

GM: Clarion Game Studios

DUNGEONS & DRAGONS**SECRETS IN THE CLAY: THE MYSTERY (2 HOURS)**

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

MAGIC: THE GATHERING—COMMANDER (13 HOURS)

Commander is a variant of Magic: The Gathering. Players are encouraged to bring their own decks, but there will be loaner decks as well. If you've never played Commander before, we'll teach you! Our GM, will also have the Plane Chase decks and Archenemy if you want to try something different with your Commander Pod. Four player pods will start as soon as we have enough players. If we have enough interest there will be a two-headed giant Commander bash Saturday night. Proxies are welcome, we will be playing casual non-tournament games.

Ages 14+ | Card Game | Pods of 4 players | GM: Doug

MILK RUN (5 HOURS)

Sammy said, "All ya' gotta do is pick up da package from a drop and take it to another drop. Ya' don't even have to talk to anyone, much less shoot 'em. Easy, peasy!" Sounds like an easy payday. What could go wrong?—A cyberpunk module for Savage Worlds.

PG-13 | TTRPG | Max 6 players | GM: Paul

PATHFINDER (19 HOURS)

Dive into the rich and immersive world of Golarion with Pathfinder Organized Play. Whether you're a seasoned adventurer or a newcomer to the world of tabletop RPGs, there's a thrilling adventure waiting for you. Join fellow heroes as you embark on quests, battle fearsome monsters, and uncover ancient mysteries—all while forging unforgettable memories.

Ages 16+ | TTRPG | Max 6 players | GM: Various

STARFINDER (10 HOURS)

Blast off into the cosmos with Starfinder Organized Play. Set in a futuristic universe filled with alien civilizations, advanced technology and cosmic wonders, Starfinder offers endless possibilities for daring spacefarers. Gather your crew, pilot your starship, and explore the far reaches of the galaxy as you encounter strange new worlds and encounter formidable adversaries.

Ages 16+ | TTRPG | Max 6 players | GM: Various

THE STARS ARE RIGHT (1 HOUR)

An abstract tile placement board game, with a Cthulhu-mythos-theme.

PG | Board Game | Max 3 players | GM: Gordon Lawyer

SATURDAY 10:00 AM

ACCURSED HEART OF THE WORLD ENDER (2 HOURS)

Dungeon Crawl Classics Module. A 0-level-funnel that takes visitors to an ancient shrine where they are given luxurious care. What can be wrong?

PG | Board Game | Max 5 players | GM: Mike McKeown

ALPHA STRIKE: INTRODUCTORY GAME (2 HOURS)

Alpha Strike is an abstract larger scale way to play Battletech. Join the game to learn the basics of large-scale combat.

PG-13 | Miniature Board Game | 6 players | GM: Chuck

ANIME 5E CARRY ON WAYWARD SON (4 HOURS)

A multi-part introductory adventure for Anime 5E. The scenario is for 3-5 capable characters (2nd level, or possibly 3rd level) that unfolds over two to four sessions.

PG-13 | TTRPG | Max 6 players | GM: Jim

BRINDLEWOOD BAY:

A NIGHT AT THE (WHALING) MUSEUM (3 HOURS)

Murder, She Wrote meets Lovecraft. Everyone plays a grandmother in a cozy New England town with a curiously high murder rate. The Whaling museum is hosting its gala! Surely nothing will disturb the festivities. Not even... *Murder!*

PG-13 | Miniature Board Game | 4 players | GM: Jonah Knight

CITY OF MIST (2 HOURS)

A city shrouded in mist where heroes, tricksters, and monsters are reborn inside ordinary people. Powered by the Apocalypse game system that allows you to be any character from literary history and bring them into the modern environment.

PG-13 | Apocalypse TTRPG | Max 6 players | GM: Chawn

DARK TOWER (8 HOURS)

A sequel to the highly sought-after 1981 Dark Tower, Return to Dark Tower is a heroic quest.

PG-13 | Board Game | 1-4 players

GMs: Richard and/or Daniel | Rookery kids welcome

ESCAPE THE DARK CASTLE (2 HOURS)

A simple, cooperative game of retro-atmospheric adventure. Players take the roles of prisoners and must work together using dice and cards to overcome the castle's many horrors, traps and challenges.

PG-13 | Board Game | 1-4 players | GM: Gordon Lawyer

THE PURRFECT TRAP:

A KINGDOM OF KESHANAR ADVENTURE (4 HOURS)

All of the cats in the city of Keshanar have disappeared. You must figure out what happened to the cats before outright panic sets in! This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolation. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

SECRETS IN THE CITY: D&D (2 HOURS)

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

SATURDAY 11:00 AM

KILL DOCTOR LUCKY (2 HOURS)

Why play Clue to solve the murder mystery, instead play Kill Doctor Lucky and compete to be the one who does him in! Will you try the Rope, the Chainsaw, or the Monkey Hand? Each weapon has a chance to kill him, and with each attack

the other players get one chance and one chance only—to save Doctor Lucky... for their own desperate attempt.

Ages 12+ | Board Game | 3-6 players | GM: Daxaphar

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

SATURDAY NOON

D&D 5E: CLUCKS FROM THE SHADOWS (4 HOURS)

What happens in the hen house stays in the hen house! Or so we had hoped. Chaos has descended upon the port city of Dale. An intrepid party of players is needed to sleuth out what's going on and stop this fowl plot in its tracks! An introductory (level 1 characters provided) story-based adventure.

PG-13 | TTRPG | Max 6 players | GM: Jamie M

MAGIC: THE GATHERING—DRAFT (2 HOURS)

Build a deck on-the-fly! Prizes and entry fee TBD.

Ages 14+ | Card Game | Pods of 4 players | GM: Ryan

SATURDAY 1:00 PM

BATTLETECH: MERCENARY SHOWDOWN (3 HOURS)

In this game, we pit McCarron's Armored Cavalry against Hansen's Roughriders in a fight to find out which merc unit will come out on top.

PG-13 | Miniature Board Game | Max 8 players | GM: Chuck

CALL OF CTHULHU: THE DEAD LIGHT (5 HOURS)

Call of Cthulhu is a horror TTRPG based around the lovecraftian mythos, usually set in the 1920s. Most scenarios and one-shots involve players acting as "investigators" that try to solve some kind of mystery, either as a concerned party or a hired private investigator(s). Call of Cthulhu is RP heavy and combat is often short and deadly. It is also a skill-based not a class-based game so players have occupations but it's their skills that really matter and there is no leveling up.

NC-17 | TTRPG | 6 players | GM: Tom Melanson

CITY OF MIST (2 HOURS)

A city shrouded in mist where heroes, tricksters, and monsters are reborn inside ordinary people. Powered by the Apocalypse game system that allows you to be any character from literary history and bring them into the modern environment.

PG-13 | Apocalypse TTRPG | Max 6 players | GM: Chawn

VILLAGERS (1 HOUR)

Villagers is a resource building game for 2-5 people. In this game, you seek to accumulate productive residents for your growing village, which in turn increases the village's fortunes. Several types of professions (Weavers, Smiths, etc.) support and are supported by others, which increases the value of your

hamlet's output. Games take 30 minutes or so.
Ages 12+ | Board Game | 2-6 players
GM: Master of the Obvious

WONDER WOMAN:

CHALLENGE OF THE AMAZONS (2 HOURS)

The Amazons, a powerful tribe of warriors, have lived in peace for centuries on the tranquil island of Themyscira. That peace is shattered when their enemies invade. Now it's up to you to defend your home! A co-operative board game.

PG | Board Game | Max 3 players | GM: Gordon Lawyer

SATURDAY 2:00 PM

ACCURSED HEART OF THE WORLD ENDER (3 HOURS)

Dungeon Crawl Classics Module. A 0-level-funnel that takes visitors to an ancient shrine where they are given luxurious care. What can be wrong?

PG | Board Game | Max 5 players | GM: Mike McKeown

DUNGEONS & DRAGONS:

SECRETS IN THE CLAY (2 HOURS)

A scary haunting has been reported and your help has been requested. But there's something a LOT scarier going on...

PG-13 | TTRPG | Max 6 players | GM: Jon Schwartz

MANY HANDS MAKE SHORT WORK:

A KINGDOM OF KESHANAR ADVENTURE (2 HOURS)

Limbs are washing up on the beaches of Keshanar! Your party has been tasked to investigate by the Temple of Osiris. This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolution. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

WHEN THE SKY COMES LOOKING FOR YOU (2 HOURS)

Your party is hired by a loanshark luchador to track down a debtor. This leads you to an airship on its way to the Near. Can you escape in time? A Weird Frontiers adventure for level 2 characters. Pregens will be provided. Weird Frontiers is a Dungeon Crawl Classics variant for fans of cowboys and Cthulhu.

PG-13 | TTRPG | Max 6 players | GM: J.

SATURDAY 4:00 PM

ANIME 5E CARRY ON WAYWARD SON (4 HOURS)

A multi-part introductory adventure for Anime 5E. The scenario is for 3-5 capable characters (2nd level, or possibly 3rd level) that unfolds over two to four sessions.

PG-13 | TTRPG | Max 6 players | GM: Jim

SATURDAY 6:00 PM

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

SATURDAY 7:00 PM

BATTLETECH: RAID ON ALYINA (6 HOURS)

The Hinterlands are a broken shell of what used to be the Jade Falcon occupation zone. What remains of the Falcons must defend their resources against the forces of the Tamar pact.

PG-13 | Miniature Board Game | Max 10 players | GM: Chuck

DARK TOWER (4 HOURS)

A sequel to the highly sought-after 1981 Dark Tower, Return to Dark Tower is a heroic quest.

PG-13 | Board Game | 1-4 players

GMs: Richard and/or Daniel | Rookery kids welcome

DEADLANDS: NIGHT TRAIN (5 HOURS)

Deadlands. The original Weird West roleplaying game. The name itself conjures scenes of drifters shooting it out with unliving horrors across the dusty plains of the American West. Twenty-five years ago one famous adventure encapsulated this promise so completely it became legend itself: John Goff's Night Train.

PG-13 | TTRPG | 6 players | GM: Tom Melanson

MAGIC: THE GATHERING—DRAFT (2 HOURS)

Build a deck on-the-fly! Prizes and entry fee TBD.

Ages 14+ | Card Game | Pods of 4 players | GM: Ryan

SATURDAY 8:00 PM

GASLIGHTS & GRIMOIRES:

WITH REGARDS FROM JACK (4 HOURS)

1901. Ten years after the worst killer of the modern era was last seen, a new rash of murders suggests that he might have returned. You and the Society are called to solve a murder and stop a murderer, who clearly is not human...

Ages 18+ | TTRPG | 4-6 players | GM: Mark Geary

HORRIFIED (2 HOURS)

In this game, you'll come face-to-face with seven horrifying monsters as you work together to rid the town of the maniacal or misunderstood creatures... before it's too late.

PG | Board Game | Max 4 players | GM: Gordon Lawyer

MANY HANDS MAKE SHORT WORK:

A KINGDOM OF KESHANAR ADVENTURE (4 HOURS)

Limbs are washing up on the beaches of Keshanar! Your party has been tasked to investigate by the Temple of Osiris. This is a 5e urban adventure for 5th level PCs—for fans of Ancient

Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolution. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

MONTY PYTHON'S COCURRICULAR MEDIAEVAL REENACTMENT PROGRAMME (3 HOURS)

Monty Python's Cocurricular Mediaeval Reenactment Programme, is, in fact, not a role-playing game (silly), but rather a very rigorous course of study intended only for serious students of English History. (Think timeline of the Holy Grail with most of the characters from the Pythons' universe.) Pre-generated characters will be provided.

R | TTRPG | Max 5 players | GM: Donna

SUNDAY 9:00 AM

D&D 5E: CLUCKS FROM THE SHADOWS (2 HOURS)

What happens in the hen house stays in the hen house! Or so we had hoped. Chaos has descended upon the port city of Dale. An intrepid party of players is needed to sleuth out what's going on and stop this fowl plot in its tracks! An introductory (level 1 characters provided) story-based adventure.

PG-13 | TTRPG | Max 6 players | GM: Jamie M

FORBIDDEN ISLAND (5 HOURS)

Forbidden Island is a cooperative board game where players work together to win the game. Players take turns moving their pawns around the island and keeping the island from sinking, while trying to collect treasures and items. As the water level rises, it gets more difficult and sacrifices must be made.

PG | Board Game | Max 3 players | GM: Gordon Lawyer

MAGIC: THE GATHERING—COMMANDER (5 HOURS)

Commander is a variant of Magic: The Gathering. Players are encouraged to bring their own decks, but there will be loaner decks as well. If you've never played Commander before, we'll teach you! Our GM, will also have the Plane Chase decks and Archenemy if you want to try something different with your Commander Pod. Four player pods will start as soon as we have enough players. If we have enough interest there will be a two-headed giant Commander bash Saturday night. Proxies are welcome, we will be playing casual non-tournament games.

Ages 14+ | Card Game | Pods of 4 players | GM: Doug

PATHFINDER (5 HOURS)

Dive into the rich and immersive world of Golarion with Pathfinder Organized Play. Whether you're a seasoned adventurer or a newcomer to the world of tabletop RPGs, there's a thrilling adventure waiting for you. Join fellow heroes as you embark on quests, battle fearsome monsters, and uncover ancient mysteries—all while forging unforgettable memories.

Ages 16+ | TTRPG | Max 6 players | GM: Various

STARFINDER (10 HOURS)

Blast off into the cosmos with Starfinder Organized Play. Set in a futuristic universe filled with alien civilizations, advanced technology and cosmic wonders, Starfinder offers endless possibilities for daring spacefarers. Gather your crew, pilot your starship, and explore the far reaches of the galaxy as you encounter strange new worlds and encounter formidable adversaries.

Ages 16+ | TTRPG | Max 6 players | GM: Various

WEDDING PARTY (5 HOURS)

The job is simple: Deliver Lilianna Fairchild, the daughter of a well-to-do land baron on Persephone, to her wedding aboard the luxury cruise liner the *Rim's Dream*.—A Savage Worlds module in the *Firefly* universe.

NC17 | TTRPG | 6 players | GM: Paul

SUNDAY 10:00 AM

AD&D BOARD GAME: CASTLE RAVENLOFT (2 HOURS)

The AD&D board game is a cooperative game for 2-5 players, ages 14 and up. If you are familiar with roleplaying games, playing is a snap. Even if you are not, the nature of the game makes it simple to try out. Join us as we explore the dungeon's hazards, and struggle to find our way out!

14+ | Board Game | 2-5 players | GM: Daxaphar

CALL OF CTHULHU: CRYOSLEEP (4 HOURS)

Call of Cthulhu is a horror TTRPG based around the lovecraftian mythos, usually set in the 1920s. Most scenarios and one-shots involve players acting as "investigators" that try to solve some kind of mystery, either as a concerned party or a hired private investigator(s). Call of Cthulhu is RP heavy and combat is often short and deadly. It is also a skill-based not a class-based game so players have occupations but it's their skills that really matter and there is no leveling up.

NC-17 | TTRPG | 6 players | GM: Tom Melanson

CALL OF CTHULHU: ONE-SHOTS (INCLUDING DEAD BOARDER, EDGE OF DARKNESS, AND THE HAUNTING, AMONG OTHERS) (2 HOURS)

Call of Cthulhu is a horror TTRPG based around the Lovecraftian mythos, usually set in the 1920s. Most scenarios and one-shots involve players acting as "investigators" that try to solve some kind of mystery, either as a concerned party or a hired private investigator(s). Call of Cthulhu is RP heavy and combat is often short and deadly. It is also a skill-based not a class-based game so players have occupations but it's their skills that really matter and there is no leveling up.

NC-17 | TTRPG | 4 players | GM: Laila Elgiar

DARK TOWER (2 HOURS)

A sequel to the highly sought-after 1981 Dark Tower, Return to Dark Tower is a heroic quest.

PG-13 | Board Game | 1-4 players

GMs: Richard and/or Daniel | Rookery kids welcome

GASLIGHTS & GRIMOIRES: SUNFLOWER (4 HOURS)

Mid-1905. An extraordinary celestial event and an unexplainable weather phenomenon have drawn you to the heart of America. Your mission: uncover the truth behind the government's enigmatic presence and protect two unsuspecting orphans whose fate may shape the future of humanity—if a timeless darkness doesn't reach them first.

Ages 18+ | TTRPG | 4-6 players | GM: Mark Geary

THE PURRFECT TRAP:

A KINGDOM OF KESHANAR ADVENTURE (2 HOURS)

All of the cats in the city of Keshanar have disappeared. You must figure out what happened to the cats before outright panic sets in! This is a 5e urban adventure for 5th level PCs—for fans of Ancient Egypt and the Advanced D&D worlds of Al-Qadium and Desert of Desolation. Pregens will be provided.

PG-13 | TTRPG | Max 6 players | GM: Orthane Productions

SUNDAY NOON

CARCASSONNE (1 HOUR)

Carcassonne is a simple (but sometimes tricky!) map-building game for 2-6 players. You claim and try to build cities, roads, and other features to score points. We have many expansions to suit any group of players.

Ages 12+ | Board Game | 2-6 players

GM: Master of the Obvious

D&D 5E: CLUCKS FROM THE SHADOWS (2 HOURS)

What happens in the hen house stays in the hen house! Or so we had hoped. Chaos has descended upon the port city of Dale. An intrepid party of players is needed to sleuth out what's going on and stop this fowl plot in its tracks! An introductory (level 1 characters provided) story-based adventure.

PG-13 | TTRPG | Max 6 players | GM: Jamie M

PYTHOS RPG (2 HOURS)

Simultaneous action combat in a world of mythological fantasy, inspired by ancient cultures. Easy to learn, fun to play!

PG-13 | TTRPG | Max 6 players | GM: Gareth Johnson

SUNDAY 4:00 PM

END OF CONVENTION

We look forward to seeing everyone back next year for the 100th Anniversary of Science Fiction!



CORVID-19



A RAVENCON ANTHOLOGY

-EDITED BY-
MICHAEL D. PEDERSON

You'll find all types of the family corvidae in here...

*Ravens (of course), blue jays, crows, magpies,
lots and lots of crows, and even some alien corvids.
The corvids are main characters and supporting players;
they're messengers, friends, and antagonists;
they provide atmosphere and ambiance;
and in some cases they're the metaphor
that ties the story together.*

With Stories By:

Danielle Ackley-McPhail

Mike Allen

Diana Bastine

Samantha Bryant

Kara Dennison

Heather Ewings

Jenna Hamrick

Margaret Karmazin

Debbie Manber Kupfer

Elizabeth Massie

James Maxey

Cass Morris

Jennifer R. Povey

Maya Preisler

Rhys Schrock

Kathryn Sullivan

Toi Thomas

Joan Wendland

Meryl Yourish

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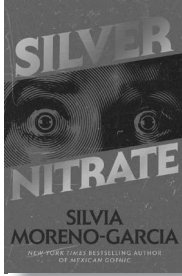
BALTICON 59

science fiction and fantasy convention

May 23-26, 2025

Renaissance Baltimore Harborplace Hotel

202 East Pratt St, Baltimore, MD 21202



Silvia Moreno-Garcia

Author Guest



Sebastien de Castell

Author Guest



Stephanie Law

Artist Guest



Marc Abrahams

Science Guest



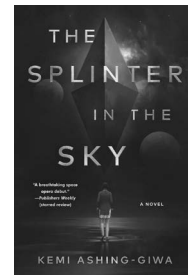
Joanna Fang

Gaming Guest



Blake Collins

Gaming Guest



Kemi Ashing-Giwa

2024 Compton Crook
Award Winner



Sharon Lee

2025 Robert Heinlein
Award Winner



Samantha Mills

2025 Compton Crook
Award Winner



**Baltimore Gamer
Symphony Orchestra**

Music Guest



Jul Owings

Fan Ghost of Honor

Come join us for: Writers, Editors, Cosplay, Masquerade, Science, Film Festival, Art Show, Dealers Room, Video Room, Music, Gaming, Anime, Children's Program, Readings—all for fans by fans!

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Balticon is supported
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**ASL is available for main
events and selected panels.**

VENDORS' ROOM

RavenCon always strives to have a varied Vendors' Room filled with interesting and unique vendors. You will find a wide array of goods, including: books, costumes and costuming accessories, games, jewelry, craft items, t-shirts, plushies, pop culture items, artwork, and more books! This year we have the following fantastic vendors:

Amazing Stories	PicturesqueProjects
the boring store	Pink Peony Boutique
Celebrations by Starr	Prospective Press
Chaos Publications	The Purple Jack-o-lantern
Cover dem Bones	Purple Witch Teas
The Craft Crustaceans	RavenCon
Crossed Teacups	Rhasputin
Crystal Moon	River City Siren Press
Distractia Designs	The Scribbling Lion Bookstore
DreamPunk Press	Silend Gifts & More, LLC
Fantastic Books & Gray Rabbit Publications	Tabitha's Trinkets and Treasures
Fireside Workshop LLC	Tangent Artists
Hex N Holler	Tannhauser Press
The Luna Collection	Throwback Games
Mirror Maskerade	Valkyrie Armory
Mystik Waboose	Velaris Market
NRW Artz	Geeky Game Goods
Oakley's Gently Used Books	Walt's Cards
Old Earth Books	The Wicked Ghost
Orielis' Books	Wow Fudge / CM Bars, LLC
Otaku International Express	Wyrnwood Creations
Otaku United Studio	Yosapocky

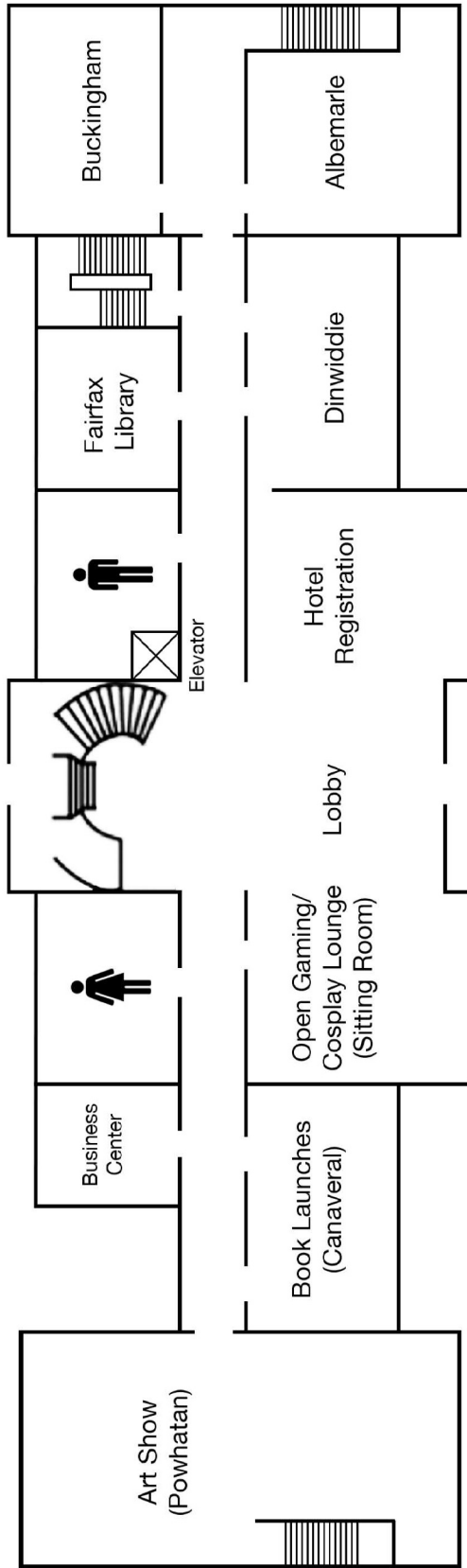
ARTIST & AUTHOR ALLEY

In addition to our Vendors' Room, RavenCon is proud to feature a separate Artist & Author Alley. Here you'll find a wide array of small press authors, comic creators, and freelance artists all displaying and selling their own unique creations. Here's a list of some of the talented creators you'll find in the Alley this year:

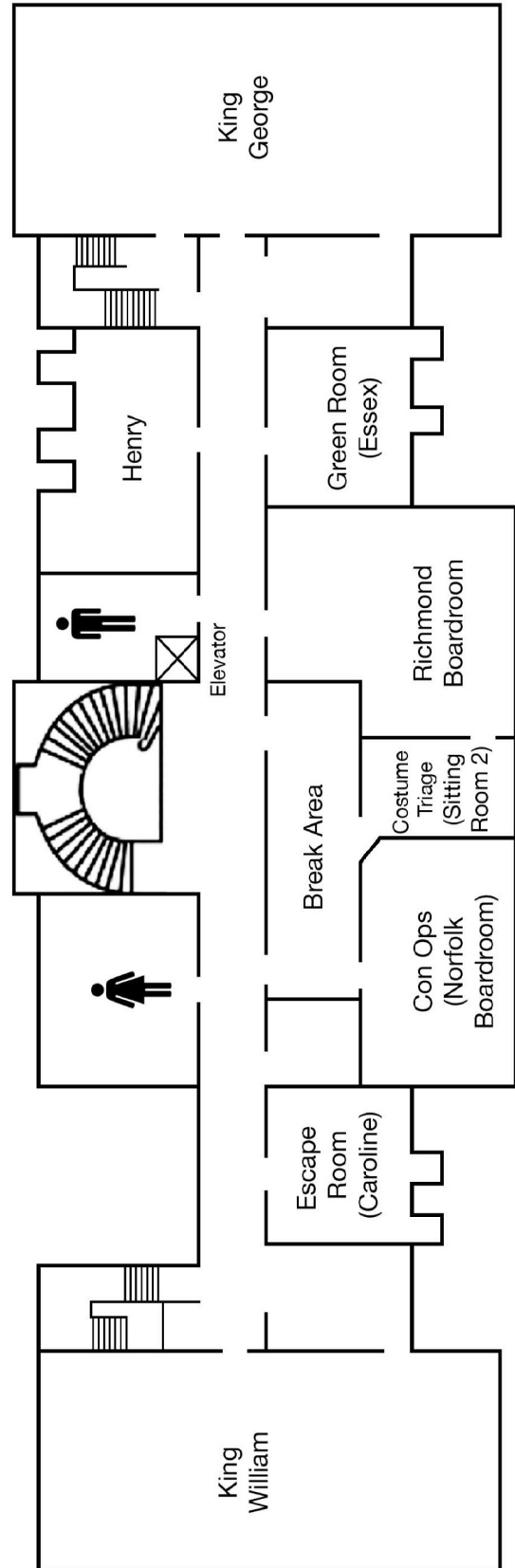
Author Signings Table	GB MacRae
Automated Empire	JC Kang
Behold the Book	Kelsie Brumet
Count Gore De Vol	Miguel Girona Jr.
The Dandelion Hive	Mike Jack Stoumbos
Elise's Pieces Plush	Paul Dickinson Russell
Eventide Goat Art	Sarah MW Miller
Found Lost Time	Stabby Tabby
Frayed Knot Mobile Massage	Two Men and a Typewriter

MAP OF THE HOTEL ~ JEFFERSON BUILDING

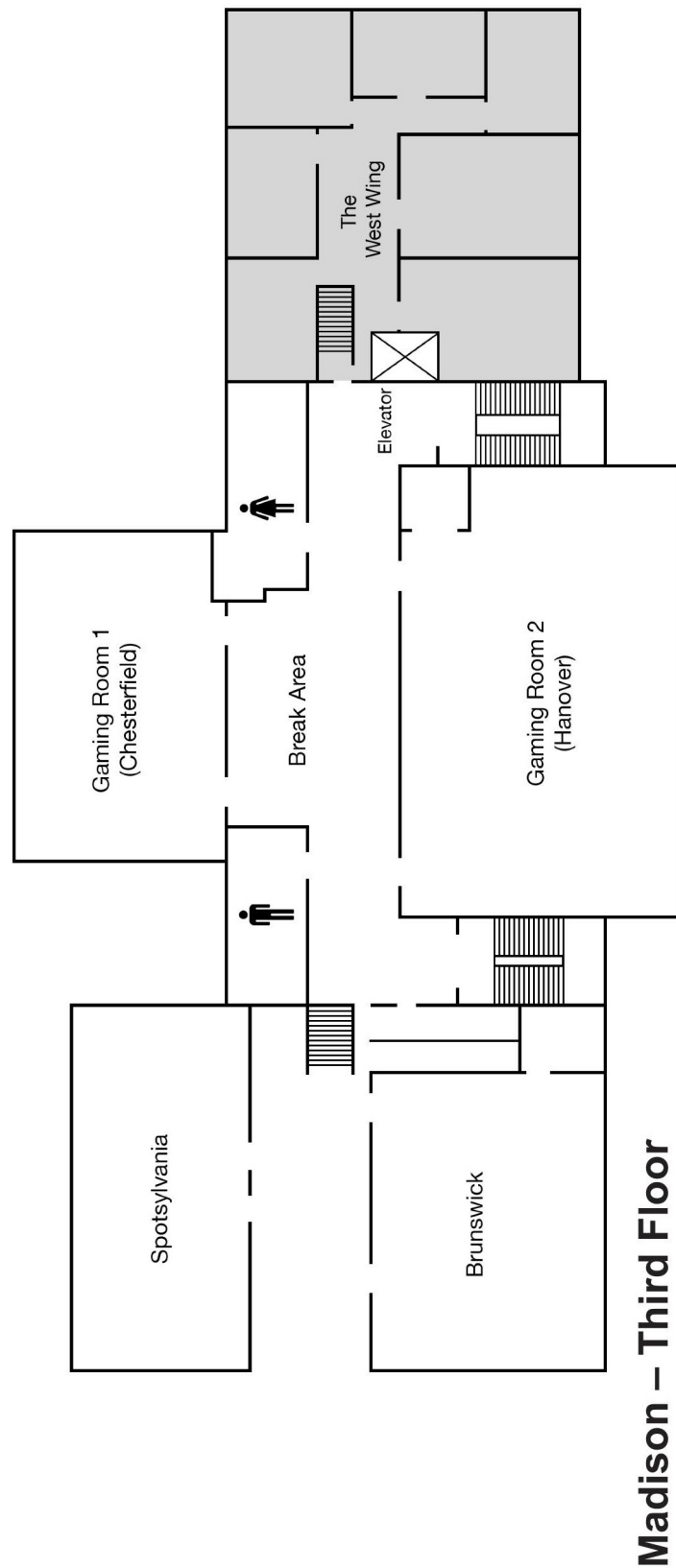
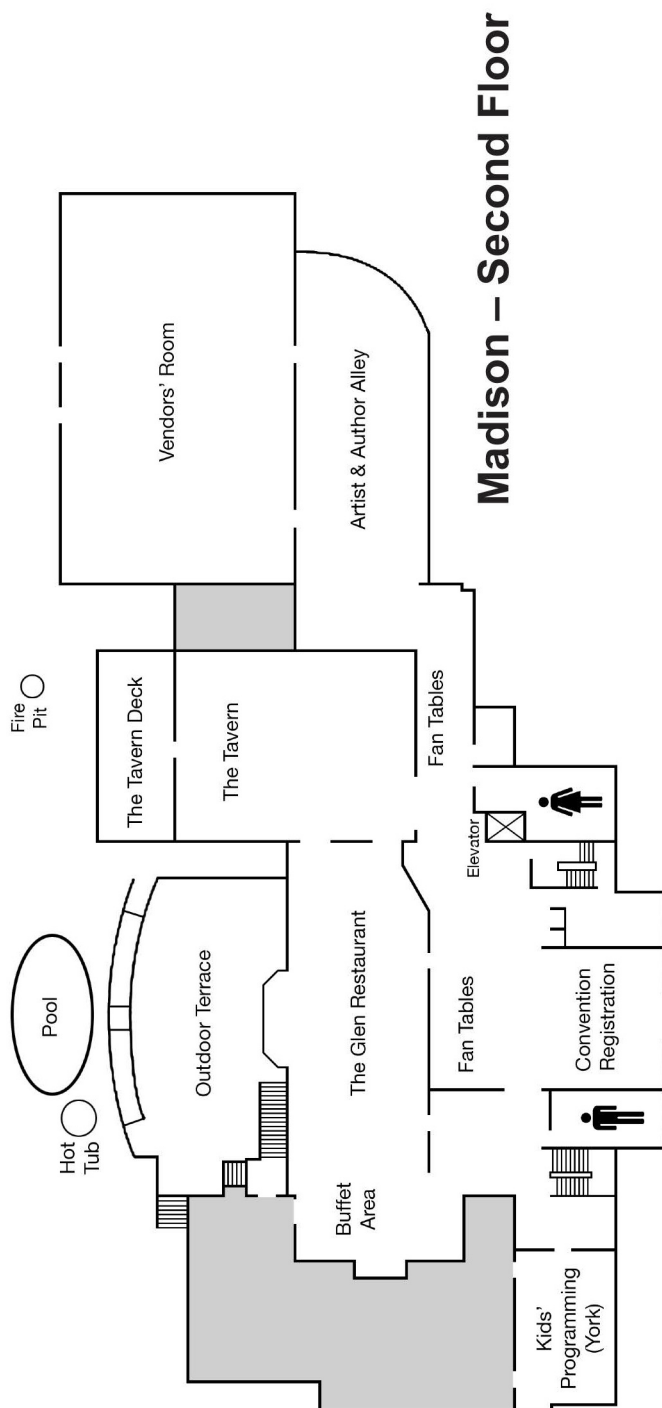
Jefferson – Second Floor



Jefferson – Third Floor



MAP OF THE HOTEL ~ MADISON BUILDING



AMAZING STORIES & RAVENCON PRESENT

100 YEARS *of SCIENCE FICTION*



THE OFFICIAL CENTENNIAL CELEBRATION

RICHMOND, VA • APRIL 24-26, 2026

AUTHOR GOH: **DAVID BRIN**

The Publishers of **Amazing Stories** magazine and the Producers of **RavenCon** announce a partnership to create an epic milestone in Science Fiction Fandom!

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