



***Dungeons &***

***RADC***  ***N***



## Letter from the Con Chair

Welcome, Adventurers, to the 34<sup>th</sup> Year of Radcon that is 9A, Dungeons & Radcon!

This year's journey begins with a day to celebrate the Heart, Valentines Day; a day for friends to come together and enjoy life doing things they love together.

We hope you get a chance to catch up with old friends, make new ones, and see new things. While we still have some fan favorites such as the Fire show *\*which I hear is fantastic and hope to see this year myself\**, we have also added 30% more space to Programming!

We added Programming to the far end of Wing 2 to include Pinball Arcade, Anime Room, The Artemis Bridge, & a variety of shops to visit. Remember, a lot of this is done by volunteers that just hope to make your days with us memorable. If anyone is interested, we meet the first Thursday of every month and can always use more hands to help make the Convention exciting!

Make sure to wander through places you may not have visited before as we have also hidden many new fun and wonderful things in the far corners. You could find Miniature things anywhere, new friends everywhere, and we hope all these wonderful things help spark your fun.

Now, to the *serious stuff*. Adventurer, please remember to take those short rests for food at least Twice per day. Once per day, wash the dirt from the road off so the beasts can't smell you coming and that long rest at the end of each day lets us all stay Healthy, Happy and Sane after a hard day!

Thank you all for coming and I truly hope you enjoy this year's Journey!

The Chair 2025



Don't forget this is ad space! If you're interested in snagging this prime spot for next year, email [communications@radcon.org](mailto:communications@radcon.org) for more information!



# RADCON 9A

RadCon's 34th Year in the Tri-Cities

February 14th-16th, 2025

Pasco, Washington

Welcome to the Convention!

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Our theme this year is Dungeons & RadCon! Find next years theme choices & VOTE near Registration.



# 10-FORWARD

★ Everything Has A Dark Side.



## 2ND FLOOR - ROOM 2211



Commander Spock  
I.S.S. Enterprise

5 PM - 1 AM

Nightly Drink Specials

Klingon Bloodwine

Non-Alcoholic Drinks,  
Soda Pop, & Snacks

Romulan Ale



Emperor Georgiou  
Terran Empire

Pay For Alcoholic Beverages With Radcon Drink Tokens.  
10-Forward Alcoholic Beverages Are 2 RadCon Drink Tokens Each.



Valid photo ID required to enter 10-FORWARD. Persons under 21 years of age not admitted.

# RadCon Code of Conduct

1. Don't be a pinhead.
2. RadCon recommends that everyone follow the 3-2-1 rule. Everyday, aim to get 3 hours of sleep, 2 solid meals and 1 shower.
3. RadCon has a long-standing relationship with the Pasco Red Lion. Please behave in a fashion that encourages them

to invite us to have our convention with them again in the following years.

4. RadCon invites guests from all over the country. They come a long way to present panels, workshops and talk with our attendees. Please treat them with respect so they return for future conventions.

***Membership fees will not be refunded if you are removed from the convention space for being a pinhead.***

## Harassment & Discrimination

RadCon is committed to providing a safe and enjoyable environment for its members. The Code of Conduct is to provide guidance to all RadCon convention members regarding "pinhead" behaviors and consequences. It applies to all pre-con, at-con, and post-con activities that are related to RadCon.

Harassment is defined as any behavior that annoys, alarms, or threatens another person or group. This includes unwanted physical contact, following someone around a public area without their consent, or threatening to physically attack someone. Discrimination **includes &** is not limited to gender, race, ethnicity, age, religion, sexual orientation, gender identity or physical and/or mental disability

If someone asks you to leave them alone or tells you no, you walk away, and you do not approach them again. There is no reason for you to have any further interaction with them. We hope that all members will help to make RadCon an enjoyable experience for all by respecting the rights of all attendees while in attendance.

RadCon is prepared to deal with any violations of the code as legally, rapidly, and efficiently as possible. RadCon reserves the right to revoke membership and eject any individual at any time from RadCon. Refunds will not be provided. Harassing or discriminating against members may result in the one of the following consequences:

- Verbal warning
- Request to leave convention space for the remainder of the day

- A "vacation" from RadCon events for the weekend and the next year
- A banning from future RadCon events
- Contacting law enforcement

If you feel you have been harassed or discriminated against, please report the matter immediately to any of RadCon's ConCom, Officers, or Security. If possible provide a badge name or name and a physical description of the person or persons involved. The committee or staff member will notify Convention Security and/or the convention Officers. Each concern will be addressed on a case by case basis. Please remember that we need to know about any incidents during the convention to be able to take immediate action. Documentation regarding harassment concerns is maintained. If someone demonstrates a pattern of "pinhead behavior," the consequences of such will become more severe.

harassment & discrimination, continued:

If you have been accused of harassment and feel that the Officer or Security staff's response was unjustified, you may personally appeal to RadCon's ConCom at a general meeting. However, their decision is final.

If you feel that you have been the victim of criminal conduct, please notify the local police immediately and, if necessary, seek medical attention. Contact a RadCon Security staff, RadCon staff, or hotel staff if you need help seeking medical attention.

Red Lion Hotel maintains their own guidelines regarding the behavior of guests in the hotel. Violating

their guidelines can result in a banning from the hotel. RadCon honors the requests of the Red Lion Hotel and their security staff to refuse service to anyone the hotel deems a potential threat to the safety of other hotel guests.



## **Privacy, Photography, & Electronic Recording**

1. Please be aware that photographs, video and audio recordings occur during the convention, and that members likenesses may appear in these recordings. Purchasing a membership to RadCon constitutes an agreement by members and visiting professionals a use of their likeness for RadCon promotion material without compensation.
2. RadCon welcomes members of the press to our events! Please check in with a RadCon Officer when you arrive so we can arrange a RadCon Press Badge.
3. Please be polite and ask before taking photographs or recordings of members and attendees whenever possible. Photography and audio/video recordings for personal archival use is generally acceptable, unless an individual makes it clear that they do not wish to be photographed or recorded, in which case it becomes expressly forbidden.
4. The usage of photographic or recording devices is prohibited in certain areas of the convention. These areas include the Film Room, Anime Room, and Art Show. If possible, please take photographs before or after a program event to avoid distracting panelists and audience members.

## Convention Committee

### Primary Officers:

**Chair – Chad Wilcox**

**Vice Chair – Tiffany Whitelatch**

**Secretary – Jesse "Princess" Vantine**

**Treasurer – Richard "Squirtle" Pirtle**



### Department Heads:

**Programming – Tiffany Whitelatch**

**Gaming – Bill Stevenson**

**Art Show – Karen Stiles**

**Registration – Tye Lynch**

**Guests/Outreach – Dave Acton**

**Dealers Liaison – Annette Wilcox**

**Operations – Veronica "Tails" Hernandez**

**Masquerade – Arcana Silvan**

**Communications – Jesse "Lucky" Sandbeck**

**Procurement – Robert Silvan**

**Hotel Liaison – Annette Wilcox**

# 4 Convention Policies



## Hours

Friday 12pm - Sunday 3:30pm

Preregistration for *next year* starts Sunday. Please refer to RadCon's minor policy regarding registering minors.

## Minor Policy

All minors in attendance at RadCon will be required at registration to provide contact information for either a parent, a legal guardian or designated guardian. The parent, legal guardian or designated guardian must provide legal identification at the time of the minor's registration for the convention.

### Designated Guardian:

A designated guardian is defined as someone that is not the legal guardian or parent of the minor, but is over the age of eighteen and a registered convention member.

### Minors, age 12 and younger:

In addition to providing contact information and proof of identity, the designated guardian, parent or legal guardian of a minor age 12 or younger must be a registered member of RadCon and in attendance of the convention at the same time as the minor. Also, the badge number of the parent, legal guardian or designated guardian of a minor, age 12 and under, must be provided at the minor's registration.

### Minors, age 13-17:

Minors age 13-17 must provide contact information for a parent, legal guardian or designated guardian at the time of registration. Contact information for a designated guardian must include a badge number.

### Important:

Registration will err on the side of youth for those people that cannot provide picture ID at the time of registration. If your costume, makeup or genetics cause you to appear

younger than 18 and you cannot provide ID you will be required to provide contact information for a parent, legal guardian or designated guardian.

### Warning

Unattended children will be given caffeine, judicious amounts of candy, and taught to play D&D.

## Minions! Join the RadCon Crew

What does RadCon have to offer? Great costumes, endless gaming, guests for all favors of "geek," sword fights, anime, indie films, awesome art, merchandise that can't be found in your average store, and the list goes on!

But, the convention doesn't happen on its own. Scores of volunteers work behind the scenes to make this rocking weekend happen.

For their hard work, they receive discounted memberships, access to behind-the-scenes action, a chance at great swag, and the love of making it all happen!

## Weapons Policy

*ALL Radcon attendees must follow these rules:*

Purpose: To allow members to enjoy fandom and the convention experience in a safe and healthy environment.

Scope: This policy will be in effect for all members attending this convention from the time they get on site until such time as they leave the convention.

Definition of A Weapon: Any item that is specifically designed for combat or which a reasonable person may believe has been designed for combat either of a realistic or fantasy variety, including props and/or costume elements that could be used for combat or which a reasonable person may believe could be used for combat .

Definition of a Firearm: "Firearm means a weapon or device from which a projectile or projectiles may be fired by an explosive such as gunpowder.

*A special thanks to everyone who helps put this convention together year after year. Thank you to past and present minions, the vendors, gamemasters, the panelists, and hardworking volunteers. Thanks Hernandez family, and Styles family for keeping us fed & the art show alive. Thank you C'mone Rivera for the work on the custom miniatures and 2-D Art, Albertsons, Pasco Police Department, BNB Printing, Caterpillar Cafe, West Coast Printing, and anyone else we might be forgetting.*

## LED Warning

LEDs and other rapidly oscillating lights are prohibited outside of the dance area. Please turn your "blinkies" off or put them in a pocket when you leave the dance area. This policy is for the safety of all our membership. Security will confiscate items that do not comply with policy. The members who do not comply will be dealt with as pinheads.

## Weapons Policy (continued)

Adopted in 2011, RadCon introduced a weapons policy to comply with the Revised Code of Washington and make it possible for attendees to carry firearm props. Revised Code of Washington (RCW) 9.41.270 states “It shall be unlawful for any person to carry, exhibit, display, or draw any firearm, dagger, sword, knife or other cutting or stabbing instrument, club, or any other weapon apparently capable of producing bodily harm, in a manner, under circumstances, and at a time and place that either manifests an intent to intimidate another or that warrants alarm for the safety of other persons.”

With this law as our guiding principal, RadCon attendees must follow these rules:

- A weapon, as defined by RadCon, is an item that is specifically designed for offensive or defensive combat, either realistic or of a fantastical variety. For the purposes of the RadCon Event, this also includes prop weapons that cannot be used for their supposed function. In some cases it may also apply to props and costume elements that could be used as a weapon.
- Weapons that have a blade or chain must be sheathed in Convention space. A sheath can be a scabbard, a safety guard, a bag, leather-wrappings or any other device that prevents the blade or chain from coming in contact with anyone that may brush the weapon.
- Pole arms may be carried in Convention space as long as, when stood up parallel to a door frame, they fit through a conventional door. If they have spikes or blades, these spikes and blades must be sheathed.
- Arrows with no heads may also be carried in con space. A bow must be carried unstrung.
- Spiked balls cannot be disabled from creating potential accidental harm. Maces, spiked flails and similar weapons may not be carried in convention space.
- Grenade-type weapons and props may not be brought into con space.

- Kludge and fantasy weapons that may not be easily classified by type should be visibly disabled by use of holsters, sheaths, scabbards and/or removing parts to render them unusable. E.g. A gunblade would need a combined holster-scabbard to be allowed in con space. A weaponized dremel should not have its battery-pack or a bit.
- Every weapon must be declared to the RadCon Safety Team and peace-bonded. Failure to peace bond weapons will result in expulsion from the convention.
- The RadCon Safety Team and Convention Committee all reserve the right to ask that a weapon be removed and stay removed from Convention space. (Weapons that particularly frightening or gruesome may be asked to stay out of Convention space during ‘family friendly’ hours [6 am to 8 pm], and invited out afterward.) Failure to comply with requests from Convention Committee or The Safety Team may result in removal from the Convention for both the current and subsequent year.

### Firearms

- 1) Modern weapons that (when in proper working condition) shoot bullets, webs, darts electricity or metal beebees may not be carried in Convention space by any member of the public.
- 2) Extremely realistic firearm props such as reproduction metal airsoft guns are not permitted in convention space.
- 3) Complexities of Law from RCW 9.41.040 and 9.41.042 induces RadCon to ask that our attendees younger than eighteen not carry a realistic prop fire-arm type weapon. A valid I.D., verifying age must be presented to security personnel when peace-bonding a firearm prop. Each firearm prop must be individually authorized and recorded by security personnel at the security desk for safety reasons.

**Certain exceptions may be given. Please visit [RadCon.org](http://RadCon.org) for additional information.**

# Infinite

COLLECTABLES, COMICS,  
& GAMES

# Frontiers

419 W ENTIAT ST  
KENNEWICK, WA 99336

WED-FRI: 12-6P  
SAT: 12-5P

# 6 HIDDEN GEMS & ADVENTURES



In recent years, Radcon has started an interactive Scavenger Hunt for attendees to participate in. This year we have expanded this into 3 separate adventures: Miniature Hunt, Choose Your RadCon, & a Photography Challenge. Each with treasures for you to collect!

## Miniature Hunt

6 different miniature figures will be hidden each day in the morning, before 10am, around the convention space. They will not be hidden outside convention space. The miniatures will be a different color each day (2/14 White, 2/15 Purple, 2/16 Gold). If you find a miniature, take it home with you. If you are interested in purchasing the **limited edition** set, visit the RadCon Merch table. *Any volunteers or officers of RadCon 9A are not eligible to participate.* All miniatures can be seen at the back of the program for reference.

## Choose Your RadCon

Remember those old *Twist A Plot* books? Well we have recreated this for your adventuring pleasure. Starting at Registration, we have placed Reading Prompts around the Convention, some leading you to unexplored parts of the Convention space. Make your choices and follow your path. Will you make it to the finish or will you fall victim to the Toxic Waste Mimic?

## Photography Challenge

Listed below are 10 photos we need you to collect:

- Person in costume (Consent is key)
- Panel in progress (Attendees and Pros)
- Iconic RadCon Event
- Opening Ceremonies
- Picture with a Guest of Honor
- Selfie with a Vendor
- Volunteer on the move/interacting
- Decorations
- Food at Con (Hospitality/Seasons)
- People in Line
- *Bonus: The RadCon Chair, Chad Wilcox*

Once you have all 10 individual photos, submit them on the RadCon Group Page on Facebook ([facebook.com/groups/radcon](https://facebook.com/groups/radcon)) and use #RadCon9A by 10pm on Saturday.

The first 25 attendees to do this and visit the Merchandising Table, with proof they were posted, will collect RadCon SWAG as their prize. All SWAG chosen at the discretion of the Merchandising Table. This contest will be mentioned at Closing Ceremonies, so make it your best photos possible.

**ALL ITEMS ARE A SUGGESTED DONATION**



# HOSPITALITY 2025

**HOURS: 12PM FRIDAY TO 12PM SUNDAY**

## BREAKFAST

**6AM TO 11AM**

Biscuits and Gravy  
Waffles  
Assorted Donuts  
Oatmeal  
Muffins

## LUNCH/DINNER

**11AM TO MIDNIGHT**

Death Dogs  
Nachos  
Pizza  
Salads

## DRINKS

**24 HOURS**

Milk  
Chocolate Milk  
Coffee  
Gatorade  
Hot Apple Cider  
Hot Cocoa  
Soda  
Sunny D  
Tea  
Water

## SNACKS

**24 HOURS**

Candy  
Cheese & Crackers  
Chips  
Fruit  
String Cheese  
Veggies & Dips

**DINNER SPECIALS  
5PM UNTIL THEY'RE GONE!  
FRIDAY – SUB GUM CHICKEN CHOW MEIN  
SATURDAY – TACOS**

**VISIT HOSPITALITY IN  
ROOM 2111**

*\*Hospitality Hours may vary due to cleaning needs\**



# Masquerade

## Saturday Night



### Eligibility

- All participants must be registered members of RadCon and be in good standing.
- Participants must agree to read and follow all RadCon Masquerade rules and regulations.
- By registering for the masquerade contest, all participants agree to allow RadCon to use their images for promotional purposes, including all photographs and video. A parental signature is required for participants under the age of 18.

### How to Enter

For those of you that would like to enter a costume into our LIVE masquerade this year, please sign up Saturday of Convention from 10am to 1pm.

Entry deadline is Saturday of Convention by 1 pm. Judging will be conducted following 1pm. Winners announced Saturday of Convention at the conclusion of the Masquerade. *The Masquerade Committee reserves the right to deny entry to anyone in violation of stated RadCon Guidelines, Rules, Eligibility & Policies.*

### Divisions

To ensure that Entrants with limited experience do not compete with those Entrants with more experience, skill divisions have been established and are as follows:

- **Youth 12 & Under:** Costumers 12 years old and younger. This is our Children's Masquerade. All young participants must have adult supervision.
- **Novice:** Costumers with little to no experience, first time performers and/or have only been on stage a few times, and anyone who has never won an award in a costume contest.
- **Apprentice:** Costumers with some costume making and/or stage experience, have entered costume contests before and may or may not have received an award, but have not progressed to the next skill division.
- **Journeyman:** Costumers with significant costume and/or stage experience. A winner of two "Best of Novice" awards competes as a Journeyman. *Anyone winning "Best of Show" at a smaller convention should compete as a Journeyman at Radcon.*

**Master:** Skilled costumers with extensive experience, several awards, professional actors, or persons who make their living making clothing or costumes compete as a Master/Pro. *If you have won "Best of Journeyman" twice, you should compete as a Master.*

For group entries, the division should be that of the highest-ranking member of the group. *For very large groups, please ask the Masquerade Director for assistance in choosing a division. Winning "Best of Show" at any large regional convention moves a costumer up to the next skill division. Judge's Choice awards or Workmanship awards do not count as "best of class" awards.*

### Judging

There are two main areas of the Masquerade: Costume judging (or workmanship) and Stage Competition.

All entrants will have a stage presentation, either walk-on or skit. Presentations are limited to one minute.

Presentation music or special narration can be pre-recorded on compact disc. For the Stage Competition, costumers will be judged on the effect of their costume as well as their stage presentation.

For the Workmanship Competition, costumers will be judged on their skill in the construction of their costume. If you are recreating another costume from another source (anime, book covers, movie characters, etc.), please bring a copy picture of the source image. Workmanship judging is optional, and will be done before the stage competition.

*\*Workmanship judging will occur in the Forest Room. After you have presented your costume to the judges, you will proceed to the Bronze room for tech rehearsal.*

### General Information

RadCon is a family friendly event. Masquerade Content **should not** go beyond PG-13.

- No Offensive language of any kind will be tolerated.
- **NO NUDITY** – real or implied. All costumes must meet Radcon's Dress Policy.

- *No illegal weapons of any kind.* All other weapons must be piece bonded and the participant must agree to adhere to Radcon's Weapon Policy.
- For Safety reasons the following are not allowed:
  - Pyrotechnics or Projectiles of any kind.
  - Live Animals (*exception Service Animals*)
  - Messy substances (wet, dry, or oily) that may damage another participant's costume or hotel property.
  - Jumping on or of the stage. **Please use the provided stage entrances and exits.**
- All costumes with electric power need to be self-contained. There will be no access to electrical outlets on stage.
- **All Special Effects** (ex. strobe lights, fog, etc.) must be approved by the Masquerade director prior to the masquerade. The Masquerade director reserves the right to deny requests due to safety concerns or building regulations.
- **Surprise the Audience, not the Masquerade Staff.** If you are planning something completely different, let us know well in advance. All information will be held in the strictest confidence.

## Guidelines

- Attendance at the Saturday afternoon rehearsal is mandatory. Come to your rehearsal prepared.
- Purchased or rented costumes, or costumes that have won Best in Show or Best in Class awards in a World Con or a Costume Con may not be judged for workmanship, but may be entered for stage presentation.
- All costumes must be finished prior to the tech rehearsal and judging. Final assembly of large costumes and props and or unexpected, emergency repairs will be allowed.

**Above all else, HAVE FUN! This is your time to shine and show off your hard work and dedication to your favorite thing!**

- No costume that has been judged in a prior year for workmanship may be judged again without a significant change. Only the new change to the costume will be judged.
- Entrants are presumed to be adults, or under the supervision of one. All judge's decisions are final. Small children must be under the control of a responsible adult at all times.
- Don't be a Pinhead! The Masquerade Director reserves the right to eliminate any entry from the competition on the basis of taste, danger to the audience, building or you.  
*Violation of any of the above Rules, Guidelines, or Policies may be deemed sufficient justification for dismissal from the Contest. There will be no appeal.*

## Tech Rehearsal

Tech rehearsals & run-throughs will take place Saturday in the room that the Masquerade will be held in. We want everyone to have the best possible presentation.

- Please expect that your time on-stage will be limited to no more than 1 minute so that everyone has an opportunity. Any interaction with the MC needs to be noted in the script you provide.  
-Please expect that your time on-stage will be limited to no more than 1 minute so that everyone has an opportunity. Any interaction with the MC needs to be noted in the script you provide.
- Please BE ON TIME and Come Prepared to your Tech Rehearsal. This means you need to have figured out your general presentation BEFORE you come to the Tech Rehearsal.
- Depending on the number of entrants, we may have limited time to spend with each costumer, and want to give each one our full attention.

CHROMATIC ART  
& STUDIO



ART, CRYSTALS, JEWELRY

SHOP BY APPOINTMENT ON  
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OR IN PERSON  
@ THE  
SPEAXEASY SALON  
TEXT: 503.307.9879  
DM ON INSTAGRAM  
CHROMATICARTSTUDIO



## Author Guest of Honor - Django Wexler



Django Wexler is the author of many fantasy novels, including *How to Become the Dark Lord and Die Trying*, *Ashes of the Sun*, and *The Thousand Names*, as well as series for middle grade and young adults. In his former life as a software engineer, he worked on AI research and programming languages. He currently lives near Seattle with his wife, daughter, many cats, and a teetering mountain of books. When not writing, he paints tiny soldiers and plays games of all sorts.

## Cosplay Guest of Honor - Tana Savage

Sewing Savage is a cosplay model and multimedia artist with over 15 years of experience. She's won numerous awards in costume contests including **Best Craftsmanship** at *RadCon* 2014 and **Best in Show** at *Kumoricon* 2016. Her talents include large scale props and gravity defying wigs, tho her passion is sewing and embroidery work. She loves teaching newcomers to the hobby, and works full time as an industrial embroidery artist.



## Gaming Guest of Honor - Sean Ricks



Sean Nathan Ricks is an Utah based artist who works across a variety of genres such as: fantasy, pop culture, Dutch Impressionism, and traditional landscapes. My paintings have been featured on book covers, novel maps, card games, business advertising, and large murals in Logan Utah.

"I created the iMagi-Kingdom of Thor Cardgame." Which has catapulted him into a whole new level of artistic goals. He regularly creates 100 new acrylic paintings a year.

Sean is also an accomplished martial artist, blues guitarist, author, and public speaker.

It's said that by the light of the full moon, he gets his super powers by sneaking into church yards and biting the heads off of live chickens.

## Publisher Guest of Honor - Tom Gondolfi, TANSTAAFL Press

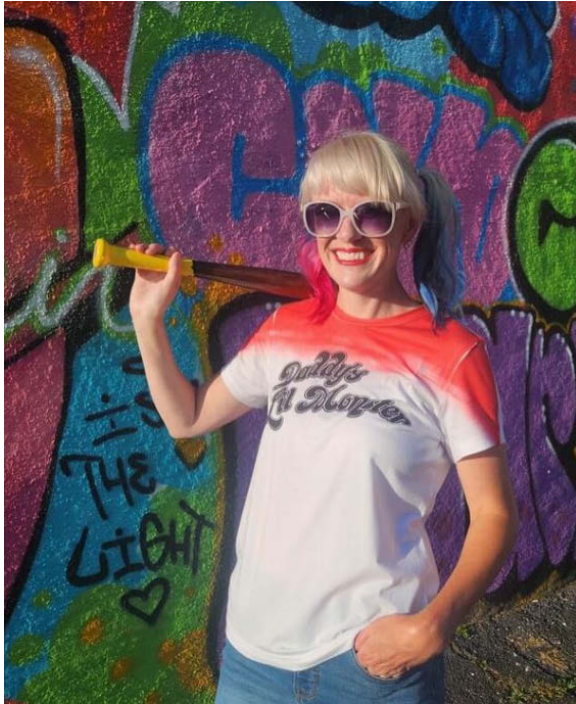
Tom Gondolfi, a father of three, gamer, and loving husband, claims to be a Renaissance man and certified flirt. Educated as an electrical engineer and working in high tech for over twenty years, Tom has also worked as a cook, in most phases of construction, and even as the personal caregiver to a quadriplegic. Tom enjoys games, and most weekends, he can be found playing some role-playing variation or board game.

Fourteen years ago, Tom decided that his creative ideals needed to meet the reality of actual sci-fi readers. He formed TANSTAAFL Press with the intent of publishing his own novels and giving new authors a voice. Since then, he has published four other authors and numerous others in anthologies.





## Special Guest of Honor - Kristen Campbell



### Artist Guest of Honor - Kristen Campbell

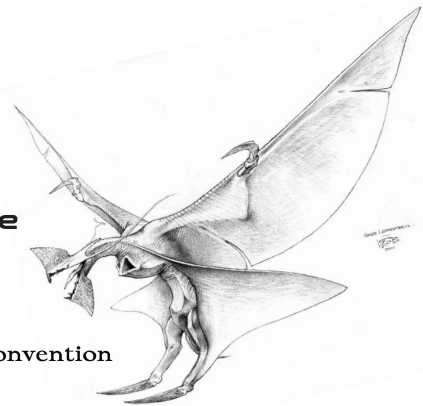
Kristen Campbell is a professional Designer for the Animation and Consumer Products industries. Her clients include Disney, Renegade, Bento Box, Piccoli, Mercury Filmworks, Paramount, and Warner Bros. Kristen was born and raised in Los Angeles and attended California Institute of the Arts to obtain her Bachelor's Degree in Character Animation. Her hobbies include horseback riding, looming, gardening, and tending to her small hobby farm.



Through The Cosmic Telescope

**April 17-20, 2025**

The Pacific Northwest's Premier Science Fantasy Convention



Art by Wayne Barlowe



- Nearly 500 hours of Programming
- Milford-Style Writers Workshop
- Fabulous Guests of Honor
- Philip K. Dick Award
- Art Show & Dealer's Room
- Masquerade & Lots of Cosplay.
- Hands-on Experiences
- Classes, Workshops
- Activities for Kids & YA
- Dances, Events & Filking
- Speculative Film Festival
- Gaming: Board, RPG, CCG and more!



[norwescon.org](http://norwescon.org)

# RADCON 9A Special Guests

## Special Guest of Honor - Jeff Sturgeon



Jeff Sturgeon is a northwest artist known for his beautiful, award-winning metal paintings. His career spans over thirty years, coming up through the ranks as a young fan artist in the 80s to being hired in the first wave of computer game artists in the late 80s and early 90s. A long career in the 90s as an artist, animator, concept artist, lead artist, game designer, and art director followed most notably for Electronic Arts. He continued to paint and display his work at science fiction conventions around the country and created new cover and interior work for clients such as Harper Collins Publishing and NASA JPL.

Jeff left the game business behind and went to painting full time with aluminum as his new canvas though he did not give up traditional canvas completely. Through the new millennium, Jeff's work became nationally known with increased appearances as an exhibitor, guest, panelist, and Guest of Honor at conventions around the country. Jeff's world-sharing anthology Jeff Sturgeon's Last Cities of Earth was released in Jan. 2022 by Word Fire Press. His continued work in the Last Cities of Earth universe now takes up most of his time as he creates new art and stories and works towards releasing a second anthology.

## Special Guest of Honor - Isaac C Singleton Jr.

Isaac C. Singleton Jr. is an American actor and voice over artist who has held roles in multiple internationally distributed television episodes and films. Isaac's film and television credits include Pirates of the Caribbean: The Curse of the Black Pearl, Galaxy Quest, Planet of the Apes, Deadpool, The X-Files, Bones, Agents of S.H.I.E.L.D, and The Mandalorian. His voice talents include the voice of Thanos for Avengers Assemble and Guardians of the Galaxy Marvel cartoons. He also voiced Thanos for The Black Panther Lego Movie and for several Marvel video games. Other credits include The Lord of the Rings: The Battle for Middle-earth, Tom Clancy's Rainbow Six: Vegas, Street Fighter IV, and World of Warcraft, just to name a few.

Isaac is excited to return to RadCon 9A as our Special Guest of Honor. He had a wonderful time as Media Guest of Honor for RadCon 7B in 2018 & during RadCon 9, and cannot wait to see everyone again!

Please stop by his panels or say hello when you see him!

<https://www.isaacsingleton.com/>



## Juliana Aldrich

An avid student of humanity, with higher education in the humanities and education, her experience and knowledge of the dynamic patterns of human behavior and nature are applicable to many things in life. (panel: 4 Temperament Theory for Character Creation) <http://www.thenowthatisthen.com/>



## Deby Fredericks

Deby Fredericks has been a writer all her life, but thought of it as just a fun hobby until the late Nineties. Since then she has published twenty fantasy novels, novellas and novelettes, either with small presses or independently. Since 2018, her significant work has been the Minstrels of Skaythe series, about a group of pacifist mages who seek hope in a world ruled by darkness. Fredericks is a multiple past Guest of Honor at RadCon. <http://www.debyfredericks.com>



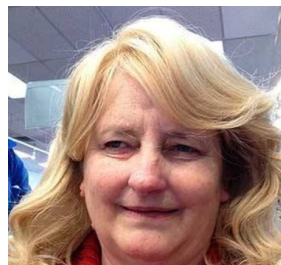
## Dan Solum

D.L. Solum is the author of the series Persephone : A Tale of Darker Seattle. He currently lives in Seattle but will always be from Butte, MT. A collector of odd friends and odder hobbies, including – armoured medieval combat, fishing, hunting and gaming. He helps manage the South Seattle Fiction Writers Online-Only group – an online virtual writers’ critique group. This latest obsession with writing Urban Fantasy Thrillers only possible thanks to the long suffering tolerance of his wife, Kate.



## Anne Prather

Anne Harlan Prather has been writing science fiction since she was 11 years old. She is the author of *Wings of Joy*, a set of linked short stories set in her Starmasters universe and *Mystic Intersections*, about her art work. She holds a Bachelors of Music Performance in classical guitar from Wheaton College, IL and a Ph.D. in quantitative genetics from the Dept. of Botany at the University of Washington. She has worked for Renaissance faires for over 20 years and has released six albums. <https://starrosearts.com/>



## Edward Bachan Wilson

Ed Buchan has been writing SF/F since 1969. He’s interested in history and works his own cliodynamics. If he can get a third alternate history he’s got a couple of turning-points to fiddle with. Since 2016 he’s been cranking out multiple books a year, sometimes multi-volume stories like *Bight of the Lamprey* – the story of the first asteroid miner, and some times intensely character driven stories like *A Bard’s Tale* set in 2075. His lifetime novel count is 22 plus a moral philosophy ‘Das Nerdal’.



## Elizabeth Wilmerding

Elizabeth Wilmerding has a PhD in archaeology from WSU and works for a cultural resource management firm in Pullman that does archaeological surveys associated with construction in WA, OR, and ID. She is a research archaeologist and does occasional field work. She writes cozy ghost stories under the pen name of Elizabeth R. Alix. The 4th book in her *Maple Hill Chronicles* series is called *Legends and Dreams* and will be out by the end of December 2024. She likes knitting, singing, and board games.



## Patrick Kelly

Patrick is the Director of the Martial Arts Program at Indiana University where he teaches Kickboxing, Wing Chun, Escrima, Silat, Hapkido, Brazilian Jiu-jitsu, Longsword Fencing, and Archery. He is a Certified Teacher with the Society of American Fight Directors and has worked on the Stunt Team for the *Vikings and Vikings: Valhalla* series. He has served as Stunt Coordinator for several feature films, including "We Strangers" starring Kirby Howell-Baptiste and "The Duel", starring Dylan Sprouse.



## Richard "Squirtle" Pirtle

Richard has been going to RadCon for over a decade. In this time, he has enjoyed hosting *Jeopardy* yearly & sharing his passion for trivia. Richard also loves seeing all the cool attendees who join each year.



### Jason Bond

A Best-Selling Sci-Fi author who's been pursuing excellence in the craft of writing for almost 40 years. Along the way, he's had amazing experiences like suiting up in Kendōgu in Kyoto, Japan to staring into the eyes of a wolf eel in Puget Sound. When not writing, he can be found either at the library he manages, on a motorcycle, or at a local Jiu-Jitsu studio. He holds a Bachelor's in English Literature from the U of O, an MBA from the University of Colorado, and an MLIS from San Jose State. <https://www.jason-bond.com/>



### JonnaLynn "Wolfcat" Prill

Wolfcat has been reading SF/F and playing with fibers in one way or another creating things since before she was in kindergarten. She enjoys a wide range of genres from vintage/historical clothing/science fiction/fantasy costuming, plus quilting and doll making. She will happily talk to anyone about almost anything and loves to read, game, cosplay, sing, or create food and beverages for a variety of fandoms. Seriously though, there is no portrait in the attic!



### Chelsea Nickerson

I started my fursuit making business in 2018 and ever since keep growing and perfecting my skills and art! What started my artistic goals came from radcon when I saw my first fursuits in real life, immediately knowing I wanted to make them. And now I have a que of clients and vending at my favorite conventions! All to the thanks of Radcon. I also volunteer with radcon as a masquerade judge for the past few years and love the fun I have with all the staff! Make sure to sign up for the Masquerade! <https://mojaves-maws-paws.square.site/>



### Judy Roberta Johnson

SF&F fandom has been my intellectual home for six decades, and I'm not done yet. My focus at Cons is on the science and writing panels. I travel in my RV to various conventions, and read and listen to SF&F lit, but am almost unversed in the media forms, having so often lived overseas or out away from media reception. Needing to make a living, I relegated my writing to hobby status, but have never given up. Currently, I'm taking up my WIP once more in a serious way. <https://entwifejudy.com/Portfolio/>



### Joy Bragg-Staudt

Joy Bragg-Staudt has been costuming since the day she first figured out how to dress herself. Her school photos are a documentary of inspirations; Kindergarten was Thumbelina, followed by I Dream of Jeannie in the first grade. As time went on, she learned to sew her own clothing and her muses were quickly integrated into everyday wear. Since that time, she has earned an unnecessarily expensive degree in the arts, worked several jobs, (her favorite being a 15 year run as a Visual Merchandising Director for a major retail chain...What could possibly be better than playing with life size dolls and having your own theatrical budget?!), and found true love. When she's not sewing, crafting, or helping out at conventions, her hobbies include snuggling her cat, reading, historical reenactment, gaming, art, playing MMOs, making short films, and cooking.



### Shannan Julson

Shannan is a dog trainer and artist who live's here locally. She's has been working with the human/K9 relationship for over 30 years in both the corporate and private sector and does consults and private training for pet parents that need behavioral help with their dogs. She fosters for local rescues and does foster rehabbing and pack work. "Hosting the Con Dog panel has been a really cool space to provide outreach and help people."

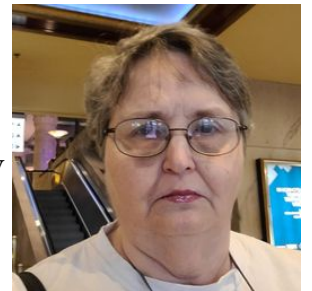


### Lorrita "Minerita" Morgan

Great-grandmother, Disabled US Army Veteran, geek.

I've loved being your Tea Party host since 2021.

I'm old, I read, I know things.



### Bruce Schmoetzer

Bruce Schmoetzer is a Sandan (3rd degree black belt) in Aikido with a brown belt in Karate. He has over 30 years of martial arts training and 15+ years of teaching experience. Bruce participates in multiple community events such as: TriFi International Film Festival, Battle on the Columbia, Fuse SPC, RadCon, Mushroom Fest, Pride, and Bruises & Babes. <https://beartoothaikido.com/>





### Jake Kestner

Bobda is a rigger and a kink ambassador. He has been in polyamorous relationships for 20+ years and active in the local kink community for 4 years. As an Eagle Scout with a background in sailing, he has extensive experience working with rope and some medical training for first aid and anatomy. His style of rigging involves a focus on safety and the user of suggestive bondage rather than actual bondage. Bobda is an advocate of consent culture and preaches consent in all faces of life.



### Bruce Graw

Bruce Graw proves the exception to many rules. Instead of a 9-to-5 routine, Bruce embraced a lifestyle that included work as an entrepreneur, game designer, programmer, freelance writer, Air Force Officer, pewter caster, and obsessive game player. Bruce makes it a point to bike at least ten miles every day except in the worst of Ohio's winter weather. He has biked unsupported coast to coast and north to south across the United States as well as biking in at least two European countries. His unconventional life gives his conservative peers and family pause but he lives life asking for nothing but his due.



### Dr. Mark Rounds

Mark has been an Air Force officer, bouncer, consultant, geek in a cube, folk singer, and emeritus faculty in MIS. He has published papers in Computer Security, GIS, and Grizzly Bear Habitat. He has a BS in CS, MBA, MS in CS, and a PhD. When he was younger, Mark was an IPF power lifter and a technical rock climber. Mark's hobbies include Civil War Reenacting, Reading, Guitar, and cooking gourmet food, and he is a gamer and author. His fifth novel, "This Fine and Pyrrhic Beauty" is out on Amazon.



<https://www.amazon.com/stores/Mark-Rounds/>

### John Lovett

John has worked in the Movie and TV industries for 30 years. Now, he is semi-retired and living in the PNW with a great view of the valley with his parrot while teaching screenwriting and movie production at Bellevue College.

<https://websitesbycook.com/twoscriptguys/>



### Arlene Henriques

Arlene Henriques is a huge nerd who's involved in just about everything. She loves cosplaying, traveling, languages, reading, Astronomy, Star Trek, science fiction in general, fantasy, gaming, sewing, photography, and design. She is currently the Ship's Counselor in the USS Antares, the STARFLEET Petfleet Liaison Director, the Region 5 DASG, and practices Aikido under the direction of Bruce Schmoetzer Sensei. She's currently studying Middle Egyptian Hieroglyphs, Japanese and Klingon. <https://www.instagram.com/mandarininfox>



### Mike McWatters

Mike McWatters has been a collector and researcher of antique arms and armor since 1989. He is a member of the Company of Military Historians, writes for history magazines, and has consulted for museums, historical societies, and inquisitive people about swords and armor. He has been in sword fighting in many forms since 1992, and spends a lot of time in back rooms of museums. He spends his work days in a lab coat, and is a costumer, adventurer, and sci fi nerd in his free time.



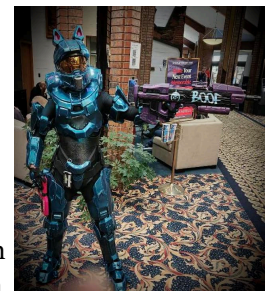
### Vanessa Maclellan

Vanessa Maclellan is an internationally selling poet and author of short stories and novels of fantasy, science fiction, and horror and is a member of SFWA and HWA. She writes, hikes, camps, and bird watches in the Pacific Northwest, USA. You can find her at [vanmaclellan.com](http://vanmaclellan.com)



### Cheyenne Schneider

Hello! My name is Cheyanne, aka Miss Boof. I am an IT Program Manager by day and a garage gremlin outside of work hours, bringing to life pop-culture & video game characters and my own original designs. I found cosplay in 2017, and since then I have challenged myself to branch out to all different kinds of materials such as foam, pepakura, sewing, thermoplastics, leathercraft, chainmail & dragon scale, sculpting, mold making, resin casting, 3-d modeling/printing, and have discovered a real love of incorporating dynamic electronics through building my own circuits and programming micro controllers. Fun fact, my most recent cosplay build, a Masterchief, is on display at the Museum of Pop Culture in Seattle until 2026! [https://www.instagram.com/missxboof\\_cosplay/](https://www.instagram.com/missxboof_cosplay/)



**Sanan Kolva**

Sanan Kolva is a technical editor by day, and writer of epic and steampunk fantasy the rest of the time. She is the author of *The Chosen of the Spear* series, *The Silverline Chronicles*, and the post-apocalyptic fantasy *Ghost and Guardian*. Her short fiction appears in a number of anthologies. When not writing, she enjoys leatherworking, battling the forces of evil in various video games, and appeasing her feline overlords. She can be found at <https://sanankolva.com>

**Will Carson**

Will's been part of the arts and gaming industry for most of his adult life. From being a stunt performer to author, game designer to distributor, artist agent and more. He likes to talk about art, music, games, and the industries there of. <http://www.indiprogames.com/>

**Shawn Merrow**

I first started watching anime in the early 80's and have been a fan ever since. I also started playing table-top role-playing games in the mid 80's. I have had some gaming articles published by Palladium Books and directly worked for them in customer service for a short time. I also have a passion for history. I have been running and playing games on VTT heavily the last four years.

**Also featuring:****Pastor Rod****TJ Tranchell****Katie Baker****James Epperly****Michael Brugger****Abby Haurtang****Herb Leonhard**

Herb Leonhard has been a professional illustrator and graphic designer for over 40 years and has illustrated over 60 books, earning him numerous awards and international acclaim. His clients include singer Tori Amos, Pelican Publishing, Raven Publishing and Steiner Korea Publishing. He continues to observe the natural world around us with a sense of wonder and sees every subsequent painting and drawing as a new learning experience. He lives in Prosser with his wife, one dog, and one horse. Herb's work can be seen at: [herbleonhard.com](http://herbleonhard.com) & [facebook.com/HerbLeonhardArt](https://facebook.com/HerbLeonhardArt)

**BrAd Steiner**

Normally shy and withdrawn, BrAd (A BrAd Influence) has secretly craved the spotlight. Thanks to the RadCon, caffeine, and his family, he is able to appear in public. BrAd is a Senior Producer for Allied Video Productions in Salem Oregon. He has over 31.42 years of experience in the industry, herding cats (Producer), shooting them (Director of Photography), and then arranging them in a pleasing manner (Editor). Cosplay and all things geeky are hobbies that take entirely too much time.



*Get some coffee.*  
(Bunny not included)

**Caterpillar Cafe**

227 Symons Street  
Richland, WA 99354  
(509) 371-1933  
[theCaterpillarCafe.com](http://theCaterpillarCafe.com)

Open 7 days a week, 10a-8p

After your drink, take a short hop through the rabbit hole to Adventures Underground.

# Featured Events & Entertainment



Fri, 4 PM Craft Wooden Rune Sets **Room 3117** **17**

**ConTeenA** - Design your own set of runes in wood! We'll be using Elder Futhark, but examples of Tolkien's Cirth and Angerthas Moria, and the Forgotten Realms Dethek will be available to use as well. This craft is best for ages 10-16.

Fri, 4 PM Obscure Anime **Room 3123**

There are many anime that quickly become known to the majority of fans. This is a panel for ones that are not widely known but we still love. If so come and share your love for it.  
*Mod: Shawn Merrow*

Fri, 4 PM So You Want to Host a Game Show **Room 3127**

Come find out the common pitfalls and how to avoid them while hosting a Game Panel at a Convention.  
*Mod: Richard "Squirtle" Pirtle*

Fri, 5 PM - 6:50 PM Opening Ceremonies **Olympic**

*Tana Savage, Sean Ricks, Tom Gondolfi, Isaac C Singleton Jr, Chad Wilcox, Django Wexler, Jeff Sturgeon, Kristen Campbell*

Fri, 5 PM Mimic Boxes **Executive**

**KidCon** - Wait a minute, why is that treasure chest smiling? Masters of disguise, Mimics are the bane of every Adventurer. Join us to craft your mini monster! This craft is best for ages 5-12.

Fri, 5 PM Con-dog Etiquette **Harvest**

Learn the tricks and manners to having an enjoyable con with your canine companion. Do's and don't of dog handling in public and how to navigate events with your pup without incident or issue.

Fri, 5 PM Realism in Sci-Fi: Why it can still be dramatic **Sage**

In this talk we'll discuss why 'magic tech' is okay to use, when it's too much, and why writers who stick to real physics can still produce incredibly dramatic scenes.  
*Mod: Jason Andrew Bond*

Fri, 5 PM Realm Bottles **Room 3117**

**ConTeenA** - From the homes of Soot Sprites to the Woodlands of the Myconids or the Undersea Grottos of the Merfolk, craft a vial of your favorite Realm to take with you on your adventures! This craft is best suited to ages 10-16.

Fri, 5 PM Virtual Tabletops (VTT) **Room 3121**

In the last few years Virtual Tabletop (VTT) have grown in popularity as a way play Role-Playing Games. This is a panel on how to organize and run a campaign on a VTT. The strengths and weakness compared to a in person game.  
*Mod: Shawn Merrow*

We expect small changes to the program may continue through the Convention. People get stuck on the wrong side of mountain passes, events necessitate last minute room changes, etc. Changes during the convention will be posted at the Convention or at RadCon.org Events are 1 hour unless otherwise noted. All panels feature various panelists with a Moderator listed below the description.

## Friday, February 14th, 2025

**Fri, 2 PM - 8:30 PM Dealer Room Opens** **Olympic**  
**Fri, 4 PM-9 PM Art Show Opens** **Silver**

Fri, 2 PM Horror Everywhere **Room 3127**

Things that go bump in the night aren't just for horror stories. Godzilla and other monsters populate sci-fi, fantasy, and action stories. How can you bring the monsters into your non-horror stories?  
*Mod: TJ Tranchell*

Fri, 3 PM Who Needs Gravity Wells? **Room 3121**

We are finally, laboriously, expensively, able to climb out of Terra's gravity well. So why travel all the way to Mars and jump down a different gravity well?  
*Mod: Judy Johnson*

Fri, 3 PM Welcome to KidCon **Executive**

Join us for snacks, coloring, and other fun stuff! We'll have the full weekend's schedule of activities available to view so you can plan out your weekend and staff will be available to answer questions. (All ages) *Mod: Joy Bragg Staudt*

Fri, 3 PM Papercrafts: Dragon Snowflakes **Room 3117**

**ConTeenA** - Start your expedition into the Con with some snacks and a chill hour of socializing while making multicolored dragon snowflakes! This craft is best suited for ages 10-16.

Fri, 4 PM Craft Magic Daggers **Executive**

**KidCon** - Join us in crafting and decorating a Rogues best friend! Choose what spells and effects your dagger will have and then paint and decorate it to your heart's delight. This craft is best for ages 5-10.

Fri, 4 PM Robots, Automatons & Devices **Sage**

Robots are just the latest iteration of technology designed to imitate life, augment human power, and save humans from harmful jobs. Plus they're just so cool!  
*Mod: Dr. Mark Rounds*

Fri, 6 PM How to get into Miniature Games *Harvest*

Are you interested in getting into miniature games? Do you find the rules and horde of plastic intimidating? Come and find out about the various games on the market from the venerable 40K to new games like Trench Crusade. *Mod: Shawn Merrow*

Fri, 6 PM Martial Artists versus Fighters: Why one doesn't always mean the other? *Sage*

Too often people think of a martial artist being the epitome of fighter, but in modern society, that's not usually the case. In this panel we will discuss and explain why, in the modern era, fighters aren't usually martial artists, and martial artists aren't often fighters. *Mod: James Epperly*

Fri, 6 PM Mini Hats *Room 3117*

**ConTeenA** - Decorate a mini hat to wear around the con. Due to the use of hot glue, this craft is only for ages 10-16.

Fri, 6 PM Alien Intelligences on Earth and in Space *3123*

Before we contact extraterrestrial civilizations, we can practice communicating with alien intelligences right here. Researchers are trying to create a lexicon of dolphin vocalizations in the Caribbean, elephants communicate... *Mod: Dr. Mark Rounds*

Fri, 6 PM Write Now, Right Now *Room 3127*

Have a head--or notebook--full of ideas but you aren't sure where to start? Let these published authors talk about their first stories and how they got started. *Mod: T.J. Tranchell*

Fri, 7-9 PM Paint and Take Miniatures

*Bin20*

Have you wanted to paint one of those teeny weeny miniatures, but don't want to buy all the brushes and paints just to try? Let us provide the materials and the Reaper Miniatures painting team to help. *Mod: Lauren Cowles*

Fri, 7 PM Parliament of Dreams *Executive*

The Babylon 5 episode "Parliament of Dreams" featured a week-long festival of all of the major religions represented on the space station. Let us come together and enact a similar situation.

Fri, 7 PM Our Favorite Sword Fights in Movies, and Why *Harvest*

Panelists will discuss our favorite and least favorite sword fights in movies, analyze fights, and discuss what makes them great or just "meh." *Mod: Mike McWatters*

Fri, 7 PM Mindsets that Ignite Writing Excellence *Sage*

Come discuss with professional authors on a critical aspect of successful writing, mindset. What mindsets will fire you up to write everyday, kill doubt and the inner critic, and illuminate your work lighting a fire in the hearts of your readers?

Fri, 7 PM Escape Room Games *Room 3117*

**ConTeenA** - Can you figure out the riddles and solve the puzzles before it's too late? Join the crew to hunt for sunken treasure or accept your wizarding assignment to save your school and work with your fellow teammates to conquer the challenges! Both games are best suited for ages 10-16.

Altar Tools      Hearth and Stars      Embroideries  
 Cauldrons           Pendulums  
 Boxes           Soaps  
 Trinkets           Candles  
 Pagan Pretties for Heart and Home

**Fri, 7 PM Nerd Jeopardy Qualifer Room 3121**

Come take the test to play Nerd Jeopardy. You cannot play without taking this year. *Mod: Richard Pirtle*

**Fri, 7 PM So you wanna Model? Room 2311**

A panel going over basics tips and tricks and fun life hacks to getting into the modeling industry both for cosplay and personal. *Mod: Belladonna Senn*

**Fri, 7 PM Keynote - Cosplay GoH Bronze**

Here is your chance to meet Tana Savage and see what she has been working on. *Mod: Tana Savage*

**Fri, 8 PM Board Game Self Publishing: Before, During, and After Harvest**

Come learn about steps you can take before publishing that will help boost success, Important steps during the publishing process, and the ever daunting post publishing tasks. *Mod: Will Carson*

**Fri, 8 PM Borrowing from Other Cultures – Appreciation vs. Appropriation Sage**

Taken to a logical extreme, can men ever write authentic female characters? Where are the lines when it comes to "writing the other?" When does the folk process become cultural theft or exploitation? *Mod: Manny Frishberg*

**Fri, 8 PM Keynote - Gaming GoH Bronze**

Here is your chance to meet Sean Ricks and see what he has been working on. *Mod: Sean Ricks*

**Fri, 8 PM Teen Lounge Room 3117**

**ConTeenA** - Hang out, play games, & chat about your favorite fandom!

**Fri, 9 PM A Beginner's Guide to Wigs for all Occasions Harvest**

We will discuss the different types of wigs, how to wear wigs, and how to buy them, and address any questions the audience might have. We will also bring wigs to share. *Mod: Anne Prather*

**Fri, 9 PM Keynote - Publishing GoH Bronze**

Here is your chance to meet Tom Gondolfi of TANSTAAFL Press and see what they have been working on.

**Fri, 9 PM Research and Writing****Sage**

From science to history to magic, the world is full of source material for writes if you only know where to look. Our panel of writers, game designers and fellow travelers will discuss how they develop their background to make their creative endeavor more realistic. *Mod: Dr. Mark Rounds*

**Fri, 10 PM Dance Party!!!****Bronze****Fri, 11p-1a Hentai Bingo (18+)****2311**

Come join me for another year of our favorite hentai readings! Complete with sounds, audience participation, and just a really good time. Nobody will know what I'm reading till we sit down. *Mod: Scott Phillips*

## Lucy D. Ford presents Acorn Canyon Cleodora Book 1



<https://books2read.com/u/4DkBWg>



Cozy Fantasy - Girl Power

Nature Spirits - Found Family

E-book - Paperback



## Saturday, February 15th, 2025

Sat, 8 AM Relax Harder

**Bronze**

An early morning, slow, wake up with a focus on breathing techniques for managing stressful situations.

*Mod: Bruce Schmoetzer Sensei*

Sat, 9a-10:30p Dealers Room Open

**Olympic**

Sat, 9a-9p Art Show Open

**Silver**

Sat, 9 AM Fighting In Fiction: Hand-to-Hand **Bronze**

This is the classic Fighting in Fiction panel that helps writers learn key aspects of writing fight scenes involving hand-to-hand combat. *Mod: Jason Andrew Bond*

Sat, 10 AM Dragon Drawing

**Silver Front**

Let's draw some dragons! Bring your sketchbook and your favorite implements and we'll see what happens!

*Mod: Herb Leonhard*

Sat, 10 AM Writing without Heroes & Villains **Harvest**

"Nobody is the villain in her own movie," except some people are. Can you write satisfying adventure stories without twirling mustaches and capes flapping in the

breeze?

*Mod: Manny Frishberg*

Sat, 10 AM Setting up Books for Voice Recognition  
**Room 3123**

The use of automated voices for narration and voice recognition for search and navigation impose an interesting constraint on both standard and non-standard words... *Mod: Anne Prather*

Sat, 10 AM The Ninja : History, Tradition, and Reality  
**Bronze**

The Ninja, they are everywhere from kids TV shows, videos games, and anime. Aside from popular culture, who were they and did they really exist? If so, what did they

really do?...

*Mod: Dusty Alexander*

Sat, 10 AM Dost thou even Hoist?

**Courtyard**

Join us as we delve into the fitness regimens and physical labor practices of medieval times. From the rigorous training of knights and soldiers to the functional strength built by farmers and artisans.

Sat, 10 AM Drinkable Potions

**Executive**

**KidCon** - Got a long day of Adventuring ahead of you? Come craft a potion to give you a boost! This craft is best for ages 5-12.

Sat, 10 AM Dice Trays

**Room 3117**

**ConTeenA** - Paint and decorate a wooden tray to contain your wayward dice when you roll for initiative! This craft is best suited for ages 10-16.

Sat, 10 AM Student Art (Closed Session)

**Room 3119**

Sat, 10 AM Student Writing (Closed Session) **Room 3127**

Sat, 10 AM Limits of Magical Healing

**Room 3121**

Magical healing is found in many fantasy (and science fiction, depending on your definition of "magical") stories. What are the limits of it, and what are the costs to either

the caster or the recipient?...

*Mod: Sanan Kolva*

Sat, 10 AM Ask a Furry

**Room 3125**

Ask a furry about anything furry related in a safe space for all ages! Want to know how to get in contact and involved with local community? Are you trying to make your own fursuit... *Mod: Chelsea Nickerson*

Sat, 10 AM Cosplay Makeup Q&A with Makeup Demo

*Mod: Abby Hartung*

**Room 2311**

Sat, 11 AM Producing your own Audiobook **Room 3123**

In simple steps, panelists will describe how to produce an audiobook, talk about the ways in which narrators and other parties are paid, and discuss the advantages of producing a live voice audiobook...*Mod: Anne Prather*

Sat, 11 AM Consent in Every Day Life **Room 3125**

In an ever changing world one needs to keep up with the times, and consent culture hasn't just evolved, it's blossomed and there's even industry around it. Consent gives agency to... *Mod: Will Carson*

Sat, 11 AM Decorate a Dice Bag or Pouch

**Executive**

**KidCon** - Every Adventurer needs somewhere to keep their coins, gems, and dice! Transform a plain fabric pouch into a stylish accessory. This craft is best for ages 6-12.

Sat, 11a-1p **Making Chainmail**

*Sage*

Making chainmail, either as armor or as jewelry. If time allows, both!  
*Mod: Mike McWatters*

Sat, 11 AM **Class Tokens**

*Room 3117*

**ConTeenA** - Make glass class table tokens for your next game. They make great decoration or mini paperweights too! This craft is best suited to ages 10-16.

Sat, 11 AM **Using Trope Effectively**

*Room 3121*

What are tropes, how are they used, and how can we use them effectively as story-telling tools without falling back on the same old cliches? Let's talk about using tropes, with and without flipping them around. *Mod: Sanan Kolva*

Sat, 11 AM **SFX Makeup Artists, Film, Haunts, and Photoshoots Q&A** *Room 2311* *Mod: Abby Hartung*

Sat, 12 PM **Law and Order in Space - Hopeless? Rm 3125**

Time is running out for ignoring this. Ready or not, soon there will be assets and people to protect in space, by and/or from governments, private enterprise, and ... pirates?  
*Mod: Judy Johnson*

Sat, 11 AM **Kit Care and Maintenance**

*Courtyard*

After your armor is done saving you from your latest great misadventure, what does it take to restore and repair your equipment in preparation for the next quest?...

Sat, 12 PM **Naginata Demo**

*Bronze*

Naginata is a Japanese martial art that demonstrates both power and grace and is characterized by the grandeur of the sweeping movements of the Naginata. This art is for those interested...

Sat, 12-2p **Starfleet Region 5 Summit Meeting** *Bin20*

Annual Summit of STARFLEET chapters in Washington, Oregon, Idaho & Montana. This event is definitely open to the public! A meet and greet with refreshments and a short presentation about STARFLEET... *Mod: Lea Morgan*

Sat, 12 PM **Cooking in the Courtyard**

*Courtyard*

Experience the art of medieval outdoor cooking with a live demonstration of preparing a hearty stew over an open fire. Discover the staple ingredients of historical diets, from root vegetables to preserved meats and herbs...

Sat, 12 PM **Fighting in Fiction: Weapons**

*Harvest*

This is the classic Fighting in Fiction panel that helps writers learn key aspects of writing fight scenes using various weapons.  
*Mod: Jason Andrew Bond*

Sat, 12 PM **Art Jam!**

*Silver Front*

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Open session for artists to doodle, draw, paint, and collaborate with other artists of all levels.

Sat, 12 PM **Pebble Pals & Pet Rocks**

*Executive*

**KidCon** - Looking for a stoic companion for your next worrisome quest? Come outfit a rockling to join you on your next adventure. This craft is best for ages 5-12.

Sat, 12 PM **D20 Necklace**

*Room 3117*

**ConTeenA** - Never be caught without your lucky dice! Fashion a stylish necklace to keep your favorite D20 in.

Sat, 12 PM **Animal companions**

*Room 3121*

How do animal companions support our characters? Are they wise guides, fools, or tricksters? Are they more animal-like or more human-like? How do they communicate?  
*Mod: Elizabeth Wilmerding*

Sat, 12 PM **Ghostbusters Meet and Greet**

*Room 3123*

Sat, 1 PM **Grid Models and Systems for Character and Plot Development**

*Room 3125*

The four-square grid, otherwise known as a Punnett Square, is a basic tool employed by those of us who have spent our lives reverse-engineering God's software. It's a way of getting very deep into a problem very quickly...  
*Mod: Anne Prather*

Sat, 1 PM **Keynote: Isaac C. Singleton Jr.**

*Bronze*

Meet our Special Guest to see what projects he may (or may not) be working on, get your selfies, and ask questions!

Sat, 1 PM **Heavy Armor proficiency. It's a Thing**

*Courtyard*

From donning and doffing to walking and fighting, come and see why this is a Class Feat.

Sat, 1 PM **The Hero's Journey**

*Harvest*

Authors who understand the hero's journey, the archetypes involved, and why it resonates with the human soul will have a storytelling competitive advantage. Joseph Campbell's *The Hero's With a Thousand Faces*...  
*Mod: Jason Andrew Bond*

Sat, 1-3 PM **Craft Magic Item: Wands**

*Executive*

**KidCon** - Running low on gold, but you need some extra spells? Come craft a wand and imbue it with your favorite ones! You get to paint and decorate it any way you like in this wand-erful workshop! This craft is best for ages 6-12.

Sat, 1 PM **Faster Combat for Tabletop Roleplaying Games***Sage*

Learn techniques to run TTRPGs faster outside of combat. If time permits, this presentation will include an interactive demonstration for designing a story arc quickly.

*Mod: Christian Cowles*

Sat, 1-3 PM **Reaper Paint and Take: Teen Edition** Rm 3117

**ConTeenA** - Pick out a new miniature and paint it for your next game! An instructor will be on hand to answer questions and help with the painting steps. Miniatures and all supplies will be provided. Please, only one miniature per person. This craft is best suited for ages 8-16.

Sat, 1 PM **Electron Trees, How They Are Made** Rm 3119

Come see the science and art behind the creation of these unique items.

*Mod: Michael Brugger*

Sat 1 PM **Tattoo Survival**

Rm 3121

Local tattoo artist gives a rundown of how to get the best possible experience out of getting a tattoo in 2025! What kind of artist to look for, how to spot red flags, and how to generally not look like a dork in a tattoo shop! Prizes, music, and fun!

\*may not be appropriate for children under 16\*

*Mod: Katie Baker*

Sat, 1 PM **Finding the sword that is right for you!**

(18+ only)

Rm 3123

So you want to buy a sword, but what is it you are looking for? Something for sparring? Something for hanging on the wall? Something from a series you like? Something that resonates inside when you hold it?... *Mod: Mike McWatters*

Sat, 1 PM **What is the cozy genre?** Rm 3127

What defines the cozy genre? What are some of the tropes? How does it cross pollinate with other genres: mystery, ghosts, romance, fantasy?

*Mod: Elizabeth Wilmerding*

Sat, 1-3p **Masquerade Pre-Judging** Rm 2311

(Closed Session)

Sat, 2 PM **Writing in Dark Times** Harvest

The world is always changing but some trends are more scary than others. Disinformation, book bans, so-called "artificial intelligence." How can writers address these perils.

*Mod: Deby Fredericks*

Sat, 2 PM **Board Game Development: From concept to distribution** Rm 3123

We've all made games. They may have been kid rules running around in a field, to something complex with tons of moving pieces. But what do you do when you have an idea in your head that you just need to get out there...

*Mod: Will Carson*

Sat 2 PM **Genetics on the Edge** Rm 3125

We have come full circle, from Lamarckian inheritance of acquired traits, to Mendel, and now back again to Lamarckian inheritance of apparently acquired traits through epigenetics. I will discuss issues in contemporary genetics and... *Mod: Anne Prather*

Sat, 2 PM **Keynote - Artist GoH** Bronze

Here is your chance to meet Kristen Campbell and see what she has been working on.

Sat, 2 PM **Faster Gaming Sessions for Tabletop Roleplaying Games** Sage

Learn techniques to run TTRPGs faster outside of combat. If time permits, this presentation will include an interactive demonstration for designing a story arc quickly.

*Mod: Christian Cowles*

Sat 2 PM **Performing in makeup live at shows and events & How to stay in character while in costume** Rm 3121

*Mod: Abby Hartung*



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Sat, 2 PM **Budo in Everyday Life**

**Room 3127**

Budo (the Way of the Warrior) is not a philosophy for fighting and dying - it is a philosophy for living. Three of the more famous books on these concepts are Sun Tzu's *The Art of War*, Miyamoto Musashi's...*Mod: Bruce Schmoetzer Sensei*

Sat, 2:15-3:30p **For your Entertainment: Violence in the Courtyard**

Gather around as we kill ourselves for your enjoyment. Armoured combatants will do their best to dispatch their foes and earn your adoration. We'll explore techniques, put fighters through competitions, and perform unscripted, full contact combat inspired by the equipment and techniques of a bygone era.

Sat, 3 PM **What's the Beef about Beef?** **Room 3125**

So what if they fart? As do all ruminants, they produce methane, which adds to greenhouse gases. But consider -- if grasslands are not grazed, there will be vast prairie fires, like those after the buffalo... *Mod: Judy Johnson*

Sat, 3 PM **Keynote - Author GoH** **Bronze**

Here is your chance to meet Django Wexler and see what he has been working on.

**Sat, 3-5 PM RadCon Tea Party** **Bin20**

Sat, 3 PM **Getting Serious About Asimov's Laws**  
**Harvest**

Isaac Asimov wrote provocative fiction about the about the role of robots in a futuristic society. His three Laws of Robotics made for fascinating reading. Time has marched on and we are on the cusp of modern automation. Are these laws still relevant? *Mod: Dr. Mark Rounds*

Sat, 3PM **Animal Companions & Familiars: Magnets**  
**Executive**

**KidCon** - Whether you're strolling through the Faewild or relaxing at home, it's more fun with a friend! Come paint a fun magnet to hold up pictures of your latest dungeon crawl. This craft is best for ages 5-12.

Sat, 3 PM **Swords and Armor** **Sage**

A hands-on discussion with antique swords and armor, from the perspective of a historian, reenactor, collector, and writer.

Sat, 3-6 PM **D&D Game: Teen Edition** **Room 3117**

**ConTeenA** - Heed the call and venture out with your party to save the town! Will you have to fight a dragon, or will you use your wits? Characters, dice and guide sheets will be provided. This game is best suited to ages 9-16.

Sat, 3 PM **PokemonGo Meetup** **Room 3119**

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Meet up with other trainers and have some fun!

Sat, 5 PM **Tattooed Nerds: how to not have bad fandom tattoos!** **Room 3127**

Tattoo artist Katie Bakers' specialty is why she refers to it as 'fandom tattoos.' Video Games, Anime, RPG Characters, that one really obscure tumblr ship you love that no one else knows about?... *Mod: Katie Baker*

Sat, 3 PM **Reading: Sanan Kolva** **Room 3127**

Author Sanan Kolva reads from some of her works.

**Sat, 3 PM Masquerade Interviews Room 2311 (Closed Session)**

Sat, 3:45-4:05p **Meet the fighters and Ask them Questions** **Courtyard**

After the roar of the crowd has died, and the fighters are in recovery, come on in to the courtyard and ask your favorite performer questions. Fighters are always happy to pose for pictures or show off pieces of their armour. If you don't believe me, come ask anyway!

Sat, 4 PM **The Uses and Abuses of Audiobooks** **Harvest**

The audiobook medium has exploded in the past few years and keeps growing. We now have three options for narration: Live narrators, automated voices, and assistive readers. The panelists will discuss... *Mod: Anne Prather*

Sat, 4 PM **Dragon Age Meet-Up** **Room 3123**

At long last the latest Dragon Age game is here. Fans gather to talk about the action, drama, companions, lore and more! Caution: there will be spoilers.

Sat, 4 PM **Gnome Sweet Gnome** **Executive**

**KidCon** - Bring a bit of Gnomish luck and a love for gemstones and art home with you! We'll be crafting two different Gnomes in this session, one in wood and one from foam. This craft is best for ages 5-12.

Sat, 4 PM **Is Nuclear Power Green** **Sage**

This presentation will discuss the arguments for and against nuclear power, including how nuclear power implants the environment, the economy, and public health.

Sat, 4 PM **Worldbuilding: Designing a Belief System**  
**Room 3127**

Part of what defines a culture is its system of shared beliefs-- not only religious, but also secular. Designing & understanding the belief systems of your characters adds depth to the world in which they live, so let's discuss how to do so.

**Sat, 4 PM Mindset: What part of you has to die for the hero to emerge?**  
*Room 3119*

Mindset isn't important when chasing a writing career, it's everything. Well... not EVERYTHING, but it's absolutely the foundation the structures of your success will be forged upon. The rewards for work I put in...

*Mod: Jason Andrew Bond*

**Sat, 4 PM Martial Artists vs. Fighters: Exploring the Differences**  
*Room 3121*

Martial artists are often portrayed in the media as the ultimate fighters, blending discipline, skill, and physical prowess to combat their evil foes. This does make for a compelling story but the reality...*Mod: James Epperly*

**Sat, 4:30-5p Story Time with Clan Volos** *Courtyard*

Before Elsa was belting out ballads or Shrek was chasing people out of his swamp, how did people survive the long, cold nights without a streaming service? Bring the family for...

**Sat, 5 PM Future Energy** *Sage*

Beyond just wind and solar, what's coming in the next five years on the energy front, from small portable nuclear power plants to ocean current generators operating under the sea?  
*Mod: Manny Frishberg*

**Sat, 5-7 PM Masquerade** *Bronze*

**Sat, 5 PM Dragon Diorama**

*Executive*

**KidCon** - Pick a dragon and create it's habitat, all in miniature! This craft is best for ages 6-12.

**Sat, 5 PM Tattooed Q&A: Katie Baker AMA!** *Rm 3121*

Always wanted to ask a tattoo artist a question, but was too embarrassed? It's IMPOSSIBLE to be embarrassed in front of local tattoo artist Katie Baker! Taking questions anyone may have about getting tattooed, getting into the industry, and anything that pops into your head!

**Sat, 5 PM Monster Hunter Now! Meetup** *Rm 3123*

Meet local hunters, form hunting parties, and save the convention from all those beasts!  
*Mod: Doug Staudt*

**Sat, 6 PM Writing SF and fantasy in the real world Harvest**

Science fiction and fantasy give authors and their readers the chance to explore strange new worlds, to seek out new life and new civilizations. Yet, even the Starship Enterprise came back to Starfleet... *Mod: Manny Frishberg*

**Sat, 6 PM Worlds with Heart: Building Cultures and Beliefs That Resonate** *Rm 3119*

Worldbuilding is more than just maps and magic—it's about creating a living, growing world that feels emotionally real to readers. In this panel, we'll explore how to craft cultural, religious, and... *Mod: Vanessa MacLellan*

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**WING 2: DEALER'S ANNEX**

**MIMIC DICE POUCH**  
 Sometimes a pouch is just a pouch, but don't bet on it.  
 Sat 5:00p - 6:30p

**RIBBON ROSES**  
 Create roses from ribbon for use with a variety of decorative projects.  
 Fri 3:30p - 4:00p

**BEADED STAR**  
 Learn background & basics of bead weaving. Make an easy, off-loom beaded star!  
 Sun 1:00p - 2:00p

**PAPER FLOWERS & SUCCULENTS**  
 Create simple flower and succulent patterns that can be used for all manner of decorative accents.  
 Fri 2:00p - 3:00p Sat 11:30a - 12:30p

**Members receive access to the Main Event:**  
**SAGEFEN MAKER FEST III**  
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 Pasco Red Lion

**Class Prices posted in Vendor Room**

**FEATHER CROCHET (OWL SCARF)**  
 Students will learn and apply basic crochet stitches, while adding feathers to an owl scarf. Final Product raffled on Sunday  
 Fri 4:30p - 6:30p Sat 1:00p - 3:00p

**FAERIE CROWNS**  
 Create a faerie crown made from flowers, ribbon, and other materials. Add your Ribbon Roses, Paper Flowers & Succulents!  
 Fri 7:00p - 8:00p Sat 7:00p - 8:00p

**JOYFUL TANGLES**  
 Create beautiful images by drawing structured patterns. Using combinations of dots, lines, simple curves, S-curves and orbs.  
 Sat 9:00a - 10:00a Sun 10:00a - 11:00a

**FAERIE POKER**  
 Do you know the rules of dealing with the Fae? What about playing poker with them? This is a rare opportunity to learn without risking abduction by Faerie!  
 Fri 8:00p Sat 8:00p  
 18+ Only Fae Tribute \$20

**Scarf & Baskets Raffle off Sun 11:00a**

Sat, 6 PM Magical Creatures: Coloring and Crafts*Executive*

**KidCon** - Fashion a Bowtruckle, decorate a Phoenix feather, and color your favorite dragon. This craft is best for ages 5-12.

Sat, 6 PM Therapeutic Roleplaying Games Sage

Tabletop RPGs saw a massive increase in new players during COVID-19 lockdowns, but aside from just being a rewarding hobby, did RPGs provide measurable and repeatable improvements to players' mental health?...

Sat, 6 PM Map Luminaries Room 3117

**ConTeenA** - Pick your favorite fantasy map and craft a luminary to light your path! This craft is best suited for ages 9-16.

Sat, 7 PM Do I Really Need an Editor? Harvest

What do editors do, how many different kinds of editors are there, and why do I need one? Whether you are planning on publishing your own novel or seeking fame and fortune...

Mod: Manny Frishberg

Sat, 7-9p Japanese Culture & Etiquette Sage

In conjunction with "Aikido", this panel will explore both ancient & modern Japanese culture & etiquette. The panelists will inform and demonstrate the martial & civil customs of Japan as well as display various forms of attire. In particular, kimono!

Mod: Bruce Schmoetzer Sensei

Sat, 7-9p Teen Lounge Room 3117

**ConTeenA** - Hang out, play games, chat about your favorite fandom!

Sat, 7 PM Creating Characters That Fit Your World and Worlds That Fit Your Characters Room 3119

Regardless of which comes first when you craft a story, the characters or the world, they need to work together. But sometimes, that amazing new plot idea breaks the fundamental rules of the universe you've constructed...

Mod: Sanan Kolva

Sat, 8 PM Kinky Consent and Negotiation (18+)

Rm 2311

What is Kink? What is Consent? Why do we Negotiate? Lessons you can learn from the kink community that will transfer into your everyday life. Consent isn't just for the bedroom. NO PHOTOGRAPHY IS ALLOWED.

Sat, 8 PM Fire Dance

Courtyard

Sat, 9 PM Polyamory, Let's Talk About It (18+) Room 2311

A general discussion on the practice of Polyamory and some best practices. How to talk to monogamous people about polyamory, some common misconceptions and what the actual differences are. NO PHOTOGRAPHY IS ALLOWED.

Sat, 9 PM Nerd Jeopardy!

Bronze

Did you know that the same person was in Spaceballs and Brother Bear? Come on down to Nerd Jeopardy and win some prizes. New this year: You will need to come to the exam and pass it to actually play!

Mod: Richard Pirtle

Sat, 9 PM It's Not Safe to Go Alone

Courtyard

Gather around for a late-night descent into the eerie and unsettling world of medieval storytelling, crafted for those brave enough to listen. These are the tales whispered by firelight—dark legends, ghostly encounters, and...

Sat 10p-2a Dance Party!

Bronze

Sat, 10p-12a Karaoke + Filk = Filkeoke

Bin20

Love to sing Karaoke, but wish there were more songs that fit your fandom? Come to Filk-eoke, where Filk singing and karaoke meet! Not only do we have a huge selection of songs, but there's a bunch of filk songs set to popular tunes so everyone can sing along! Don't Stop Believing that your Journey into filk will be amazing!

Sat, 10 PM Boudoir Baddies (18+ only)

Room 2311

A panel going over basics, poses, tips/tricks, hacks and helping get that confidence built up so you can be your sexiest self. Cosplay, clothed or lack thereof. All forms of dress and questions answered. This is all inclusive femme/masculine/non-binary are welcome.

Sat, 11 PM Hentai Bingo (18+)

Room 2311

Come join me for another year of our favorite hentai readings! Complete with sounds, audience participation, and just a really good time. Nobody will know what I'm reading till we sit down.

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## Sunday, February, 16th, 2025

### Sun, 10 AM Diverse Neurodivergence *Sage*

Panelists will discuss issues of neurodivergence, including sensory integration, perseverant interests, other processing difficulties, and the problems of integration into employment. We will entertain questions about how these issues might be incorporated... *Mod: Anne Prather*

### Sun, 10 AM Cosplay Meetup *Harvest*

Here's a chance to meet with other cosplayers to hang out! You can plan build parties, photo shoots, whatever!

### Sun, 10 AM Treasure Maps and Secret Journals *Executive*

**KidCon** - Make a map to remember where you hid that treasure and craft a journal to keep your secrets safe!

### Sun, 10 AM Color Changing Potions *Room 3117*

**ConTeenA** - Create a potion that changes from one color to another to carry on your journeys or just to decorate your room! This craft is best suited for ages 10-16.

### Sun, 10 AM How To Swing A Sword *Courtyard* *Mod: Dan Solum*

### Sun, 11 AM Cosplay Swap *Harvest*

Bring your gently used cosplay items that you are willing to part with and exchange them for something "new" and exciting!

### Sun, 11 AM Dragon Scale Bracers *Executive*

**KidCon** - Craft a set of dragon scale bracers to protect you on your next quest! This craft is best suited to ages 6-12.



### Sun, 11 AM Fellowship Bracelets *Room 3117*

**ConTeenA** - Do you and your bestie have a favorite class? Are they the Minsc to your Boo? Make a bracelet to commemorate your epic friendship!

### Sun, 12 PM Success: Talent and 10,000 hours *Harvest*

Some say there is no innate talent. Is that entirely true? No matter how hard I try, I'll never be NFL center nor a Miss America contender. I just don't have the right physical characteristics... *Mod: Jason Andrew Bond*

### Sun, 12-4 PM Art Auction *Bronze*

### Sun, 12 PM Magic and Monster Tokens *Executive*

**KidCon** - Craft glass tokens to represent your favorite monsters and spells. Great for decoration or using as markers on maps! This craft is best for ages 6-12.

### Sun, 12 PM Potion Bottle Bookmarks *Room 3117*

**ConTeenA** - Keep losing your place in the ancient tome you liberated from that dragon's horde? Make a fun bookmark to keep track! This craft is best suited for ages 8-16.

### Sun, 1 PM Elemental Magic: Snowflake Wall Hanging *Executive*

**KidCon** - Weave the threads to craft a glittering work of art to hang on you wall. This craft is best suited for ages 6-13.

### Sun, 1 PM Postcards for the Long Road *Room 3117*

**ConTeenA** - Make a postcard commemorating your RadCon adventure! This craft is best suited to ages 9-16.

### Sun, 4 PM Closing Ceremonies *Bronze*





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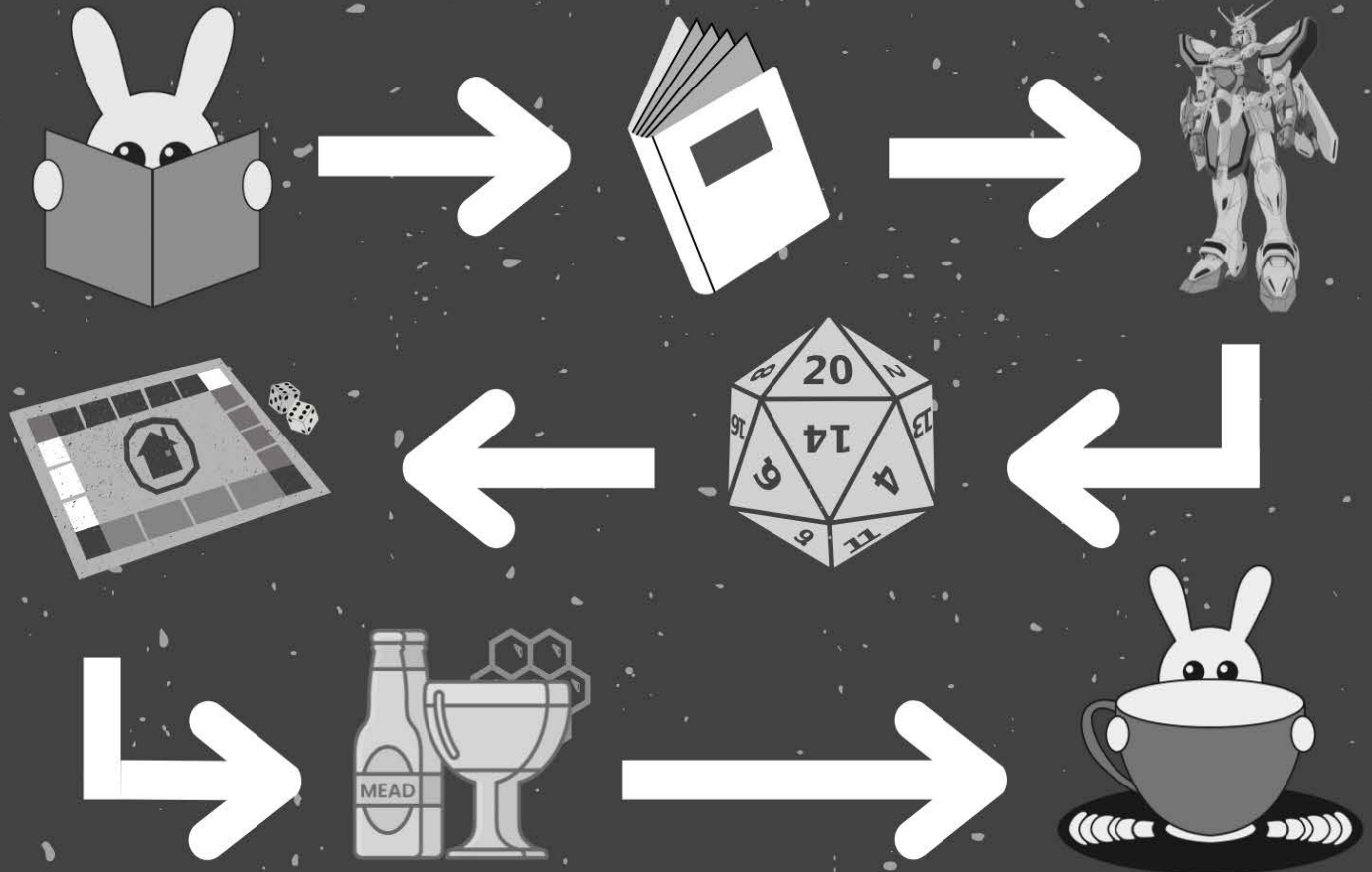
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## By Izabella Kozelisky

MUSKOGEE was not known for much. If you were looking for anything beyond blistering hot summers, rampant dust devils, and winterwheat fields, you'd be sorely mistaken. About fifteen-thousand people have taken up residence in this dirt pit, this backwashed dreg of Oklahoma, surrounded by nothing but rolling, barren hills and the occasional mistletoe-ridden mesquite tree. Despite the desolate appearance of Muskogee, something deeper lied in wait for those who bothered to look for it. You could feel it when the sun crept low over the horizon, when the sheepdogs had lain down to rest, when all was quiet but the distant droning of cicada bugs and freshwater bullfrogs, all nestled up under the soft riverbank soil.

Not too far from the sleepy banks of the Arkansas River, a long-forgotten cathedral of grand significance laid stagnant among thick groves of Shumard oak and black walnut. An old statue of the archangel Gabriel stood within, its illustrious white shoulders draped with a cream-colored canvas sheet, the obscure silhouette of its arms splayed dramatically towards the heavens. Parts of the unburnished wooden floor were rotting and fallen through, mold and tree roots crawling up the stone brick and clinging to the baseboards. It was late, and the sun had fallen over the horizon, casting slivers of hazy radiance through dirty stained glass windows and illuminating the cathedral in cerulean moonlight.

Father Reyes crept down the center nave, keeping his footsteps light, marveling at the craftsmanship of the walls around him. Most Catholic churches in the South were decorated with shiplap walls in various browns and beiges, made to match the cozy Western farmhouses that surrounded them. But what stood before him was not some run-of-the-mill prayer house; It was a small scale basilica, complete with a vaulted ceiling and colorful clerestory windows. The seraph Gabriel is not the only marble figure present, either. A rendition of the Virgin Mary lies near the entrance, half-consumed by a thick layer of moss and contrition. Most notably was the arrangement of the pews; They were erratically placed around the nave, some overturned, some stacked atop one another. Others faced the entrance rather than the altar. It was clear that this place was beyond repair, but that mattered very little to Reyes. He retrieved a match from his pocket, lit a few dilapidated candles near the ambo, then stood at the altar and bowed his head to pray.

It had been a long trip from Charlotte to Oklahoma. Many long days and sleepless nights were spent on the road, whether it was by bus or by train. Shelving clouds and warm, rainy days were ever-present, blooming moss along trees and reviving large plumes of chino grass after a particularly harsh summer. The insects had reemerged too, replacing those cruel summer wasps and hornets with weevils and slugs and stick bugs.

Father Reyes murmured prayers to himself, asking for strength and perseverance, for protection and God's favor as he walked this treacherous path alone. Exorcisms were not for the faint of heart, and the community took possessions very seriously. Had it been- "Sebastian."

Startled by hearing his own name, he turned his head abruptly, stepping back from the altar. The voice that had called for him was not familiar by any means, garbled and resonant against the silence, deeply unusual and inhuman in nature. He reached up and covered his left ear, goosebumps traveling up his back and arms, his gut telling him to turn around and leave. Something was very wrong about this place.

"You're not supposed to be here." The second whisper was closer now, and Reyes had broken into a full sprint. He tore hell for leather across the nave, one fist clenched around the silver cross on his neck. He felt eyes on every inch of his being, digging and prying and pulling away what little security he had as he neared those arched wrought-iron doors. As each foot met the decrepit wooden floor, it creaked and crunched beneath his weight. Six feet from the door, the rough outsole of his shoe tore right through the rotting wood, sending his left foot through the floor and dangling through the basement ceiling. As he struggled to yank himself free, the voice spoke to him a third time, a warm breath grazing his neck, nails and splintered wood scratching his leg until it was raw.

“Who have you been praying to?” Reyes recoiled as he managed to wrench himself free from the nail laden floorboards, turn-tailing towards the entrance, which was not far now. He drove his shoulder into the barred egress, forcing them open and falling head-over-heels down the cobblestone stairs, into wet grass and wild cotton flowers. The warm breath that grazed the scruff of his neck had festered into something fierce, a raging wound taking its place.

Reyes covered the burn with one hand, pulling himself to his feet with a wince and making haste towards the beaten path into the outskirts of Muskogee. Searing pain dug deep into his shoulders and neck and spine, making his head and fingers throb in affliction. Lightheaded and nauseous, the reverend shuffled up the porch of his host’s home. Before he could raise his hand to announce his presence, the door nearly swung off its squealing hinges.

“Now where in the everlivin’ hell have you been?!” A round, elderly woman with graying curls stands in the doorway, her presence towering over Reyes despite her small stature. She donned a rolled-up newspaper, a wrinkled navy nightgown and matching slippers, and the smell of cinnamon emanated from her darkened kitchen. He stepped inside without a word, still holding his hand against the throbbing lesion on his neck. The woman wailed at the reverend, futilely beating him over the back with the morning paper, hollering about how worried sick she had been. At last, he thought. Sanctuary.



**RAD-CON**  
**Student Art & Writing Contests**

Want to share your work with the world?  
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Now accepting Submissions for RadCon 9B  
\*Must be a Registered High School Student  
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The poster features a blue background with radiating lines and a yellow starburst shape containing the text. A cartoon penguin wearing a purple hat and holding a book is on the left. A QR code with a radiation symbol in the center is on the right.





## Student Art Contest

Please welcome back RadCon's Student Art Contest! Our students share their art in the categories of: oil, acrylic, mixed media, pen and pencil.

Our Guest Artists will provide constructive critiques and evaluate the students' art throughout the weekend. Check out the students' hard work, displayed in the Art Show, and then join us at the Art Auction for the contest results!

## Sunday Art Auction & Sale

**Sunday, 1pm, Bronze Ballroom**

All the pieces of art that have Four (4) or more written bids will be sent to Auction. Once the bidding process ends on Sunday at 11am, **NO BID MAY BE REMOVED OR PLACED**. A list of items will be posted before the Auction begins. The Auction will be a Voice bid, so please speak clearly to the Auctioneer during the Auction. After the conclusion of the Art Auction, all art that is unsold may be bought for its After-Auction price listed on the tag.

It is our pleasure to bring you one of the best art shows in the Northwest, filled with wonderful art from all over the United States and Canada. Many of the artists you look forward to every year, and some new ones we feel you will like, will fill 100 panels in the Silver Ballroom, right next to the Gaming Room. As always, you are free to browse, drool at, and bid on your favorite pieces of art from the Opening of the Show on Friday Afternoon until the close of the show on Sunday at 11am, when we close the doors to prepare for the Art Auction.

Please remember that as you enter the art show, you will be asked to check any bags, coats and such at the door. A very nice Safety Team Member will direct you to place any belongings in a cubby. Remember your items before you leave! RadCon is not responsible for any lost or stolen items. Please be aware, all those working during RadCon are volunteering their time to ensure you have a pleasant experience. So please be kind.

We ask that you respect the artistry of the artists. They have put a lot of time and energy into each piece. **DO NOT HANDLE THE ART!** If you would require a closer look, please speak to the Art Show Director or designee.

Any pieces of art entered **NFS (Not for Sale)** will not be sold. **FOUR (4)** bids on a piece of art will send that piece of art to **Auction**. PLEASE remember that if you bid on a piece of art and yours is the only bid or the highest of three (3) bids, that piece of art is yours. If you bid on any pieces of art, please stay around until the **Art Auction** on Sunday to buy your piece of art.

Art will be available for pickup at the **Start** of the **Art Auction**. If you want a piece of art and can't stay until 1pm on Sunday, see if a friend can pick it up for you. Please don't bid on a piece of art without the intention to pick it up; another attendee may have wanted that piece also but didn't want to take their chances at the **Auction**. Each year, we have pieces of art that return from the Auction unsold due to a lack of recipient. This causes undue stress to the artist, Art Show, and possibly other attendees who may have wanted it.

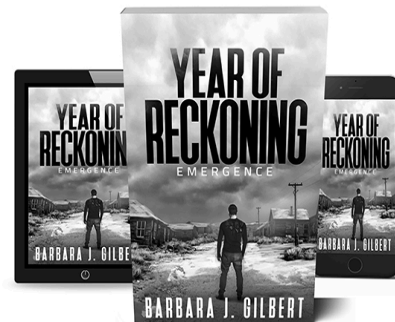
***Don't Be A Pinhead!***



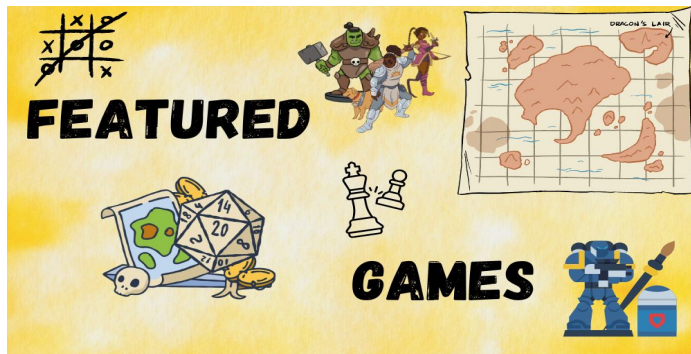
**LIKE READING POST-  
APOCALYPSE?**

**Visit Author Barbara Gilbert in Artist Alley today.**

**Check out her newest release:  
"Year of Reckoning, Emergence."**



[www.barbarajgilbert.com](http://www.barbarajgilbert.com)



## FEATURED

## GAMES

### Dungeons & Dragons

The world's most popular roleplaying game, D&D 5e, invites you to step into a realm of high fantasy, where bold adventurers face mythical monsters, unravel ancient mysteries, and shape the fate of kingdoms. With flexible rules and a narrative focus, it's perfect for new players and veterans alike.



**FUDGE** is an open, rules-light system that emphasizes storytelling and player creativity over rigid mechanics. With its customizable framework, you can tailor the game to fit any setting or tone, making it an ideal choice for inventive GMs and players alike.



The name "FUDGE" was once an acronym for Freeform Universal Donated (later, Do-it-yourself) Gaming Engine and, though the acronym has since been dropped, that phrase remains a good summation of the game's design goals.

### Munchkin

Munchkin is a satirical card game that parodies traditional dungeon-crawling RPGs. Players race to level up, defeat monsters, and collect loot while gleefully sabotaging one another. With its easy-to-learn rules and laugh-out-loud humor, it's perfect for quick, chaotic fun.



**BattleTech** is a science-fiction "space opera": a factional, militarized universe set in the 31<sup>st</sup> century, a future where humanity has spread to the stars and spawned titanic interstellar empires, each nation controlling hundreds of worlds across a region of space stretching a thousand light years and beyond.



Each year, RadCon hosts a plethora of Games run by dedicated Game Masters volunteering their time to ensure you have an amazing experience. Without their passion for the games you see before you, it'd be game over for us all.

As all events fluctuate at the Convention due to a wide variety of reasons, so does the Gaming Schedule. Please see the Gaming Room at Convention for the most updated Schedule and Sign Up for your favorite! Below, you will find a sample of what we have to offer. Happy Gaming!

**Blood on the Clocktower** is a game of murder and mystery, lies and logic, deduction and deception for five-to-twenty courageous players and one devious storyteller.



A social game played in person, seated in a circle, each player receives either a 'good' or 'evil' token with their unique character on it. Good players share information to solve the mystery whilst evil players lie about who they are and what they know. The good team wins if they can piece together their knowledge, trust each other, and execute the demon. The evil team wins if the demon can sow distrust, evade detection, and wipe out the village.

[bloodontheclocktower.com](http://bloodontheclocktower.com)

### GURPS

GURPS is the ultimate toolkit for creating any world or setting imaginable. With its flexible mechanics and modular rules, you can craft stories in genres ranging from gritty realism to epic fantasy, sci-fi, or anything in between. Perfect for storytellers who love complete control and customization



### Star Wars Podracing

Racing at its finest. Death, destruction, and mayhem all rolled into one.

Do you have what it takes to outlast your opponents and cross the finish line first? Never trust anyone, especially your friends.




 A banner for the 'FEATURED' section. It includes a tic-tac-toe board, a group of characters, a map of a planet, a die, a chess piece, and a Star Wars character.
 

## FEATURED

## GAMES

### Marvel Crisis Protocol

Play your favorite heroes, villains, and antiheroes from Marvel! Lead the X-Men or Brotherhood in battle to come out on top. In this Tactical Skirmish Miniatures Game, anyone could come out on top. Remember, with great power, comes great responsibility.



### Warhammer 40K, Age of Sigmar, & Old World

If you are a tactician and enjoy strategic games, beautifully sculpted, hand-painted models, & enjoy sci-fi/fantasy and rolling dice, this is the place for you. Bring your armies and wage war in the name of Warhammer 40K, Age of Sigmar, or Old World. All are welcome, few leave.



### Star Wars Armada

Massive Star Destroyers fly to battle against Rebel corvettes and frigates. Banks of turbolasers unleash torrential volleys of fire against squadrons of X-wings and TIEs. Engineering teams race to route additional power to failing shields. Laser blasts and explosions flare across the battlefield. Even a single ship can change the tide of battle.



### Vampire: The Masquerade

Enter the World of Darkness, where vampires rule the night, hiding in the shadows of modern cities. In this narrative-driven game, you'll navigate political intrigue, personal horror, and the struggle to control your monstrous hunger while preserving the Masquerade.



Blast off into the stars with **Starfinder**, a sci-fi roleplaying game of exploration, technology, and adventure. From battling space pirates to uncovering alien mysteries, this system blends high-tech action with deep character customization.



### Star Wars Legion

Come experience tabletop wargaming from a galaxy far, far away! Command squads of troopers and huge vehicles led by your favorite Star Wars characters in Star Wars: Legion. You can bring your 500-point or 800-point army. Games for new players are available with all materials provided.



### Call of Cthulhu

Step into a world of cosmic horror with Call of Cthulhu, where your investigators face ancient evils, unravel forbidden secrets, and confront their own sanity. Based on the works of H.P. Lovecraft, this system emphasizes atmosphere, mystery, and high-stakes decision-making.



## Magic the Gathering



## All Sealed Tournaments

Friday 6p  
Saturday 10a  
Saturday 6p

Sunday 10a \*2 Headed Giant

## Booster Drafts all Weekend

Find us in the Card Room, Costs may vary

### Star Trek: Into the Unknown



Traverse headlong into the unknown where you'll negotiate and fight alongside iconic characters using your quick wit and tactical maneuvering to overcome complications and challenges. True to Star Trek, research and diplomatic actions and not just combat have lasting impacts on the game, causing missions to evolve in surprising ways.



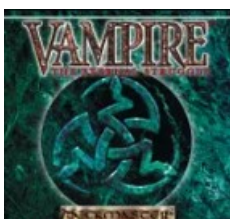
## Shadowrun

Shadowrun merges cyber-punk dystopia with magic and fantasy in a unique, gritty setting. As mercenaries and shadow operatives, players take on dangerous missions in a world of megacorporations, hackers, and awakened beings. Strategy, action, and storytelling collide in this high-tech, high-magic RPG.



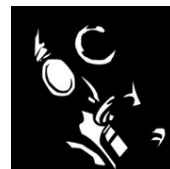
## Vampire: The Eternal Struggle

Dive into the dark world of Vampire: The Eternal Struggle, a competitive multiplayer card game of political intrigue, ancient power struggles, and gothic horror. Players assume the roles of powerful Methuselahs, commanding vampire minions to outmaneuver rivals through diplomacy, deception, and force. Whether building alliances or betraying them, only the most cunning will survive the eternal night.



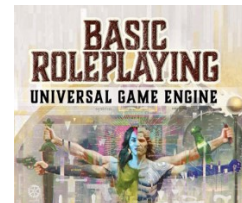
## Powered by the Apocalypse

It's more than a single game—it's a framework for storytelling across genres. Featuring collaborative world-building and streamlined mechanics, PbtA games prioritize narrative flow and player choice, making every story unique.



## Basic Role-Playing

Basic Role-Playing is a streamlined and versatile system that powers iconic games like Call of Cthulhu and RuneQuest. Built around simplicity and realism, BRP adapts to any genre, offering intuitive mechanics that focus on storytelling and immersion.



*Open Gameplay available when organized games are not going. Please feel free to enjoy pick-up games.*

# D

## Dynamic Imagery

### Portrait Photography

Find us in the Annex

Friday	3 pm - 9 pm
Saturday	10 am - 9 pm
Sunday	10 am - 3pm

# DEALERS, VENDORS, & OBSESSIONS OH MY!

*Everything you need to make your geeky heart sour!*

## Dealer's Hall in the Olympic Room

**Echo Chernik Gallery**

*Art, Prints, Books, Games*

**Herb Leonhard Art/Prancing Pony Gifts**

*Art, Books, Sundries*

**Studio 1215 Creations**

*Handcrafted Purses, Backpacks, Bags*

**Fairy Bliss Workshop**

*Jewelry, Wands, Decorative Plates*

**Infinite Frontiers**

*Comics, Collectibles, & More*

**Idlewaifu**

*Character Merch, Buttons, Prints, & Stickers*

**Rasiqa The Wildling Barber Presents 5 Strands**

*Hair Braiding and Accessories*

**Vahalla's Work Bench**

*Weapons, Jewellery, Leather Goods, Wood Working*

**Dr. Hogan-Berry's Extraordinary Emporium**

*Horn Headpieces, Crystal Tiaras, Jewellery*

**TANSTAAFL Press**

*Publisher Guest of Honor - SciFi/Cyberpunk*

**Fur Connection**

*Handmade Leather Goods, Clothing, Swords, Knives*

**D&D Chain Maille Creations**

*Chain Maille, Jewelry, Belts, Hair Clips*

**Fullmoon Tradesman**

*Swords, Axes, Daggers, & Horns*

**Vanessa MacLellan**

*Books & Relevant Items*

**See the Safety Desk for Radcon Merch Table**

*Shirts, Beanies, Bags, Badge Holders*

## Artist Alley

**Cherni Cat**

*Original Artwork & Merch*

**Ironed Art**

*Pixilated Perler Bead & Canvas Art*

**Barbara Gilbert**

*Future Apocalypse Series*

**Azdion**

*Self Published Comics & More*

**3 Branches Creation**

*Leatherwork, Prints, & Resin TTRPG*

**Deby Fredericks**

*New Books*

**Lorraine Fire Artwork**

*Original Artwork, Jewelry, Elf Ears*

**Ty Hulse**

*Fey Guide Books, Prints, Coloring Books*

**Dragon's Breath Crochet**

*Hand Crochet Scarves & Blankets*

**Mojaves Maws Paws**

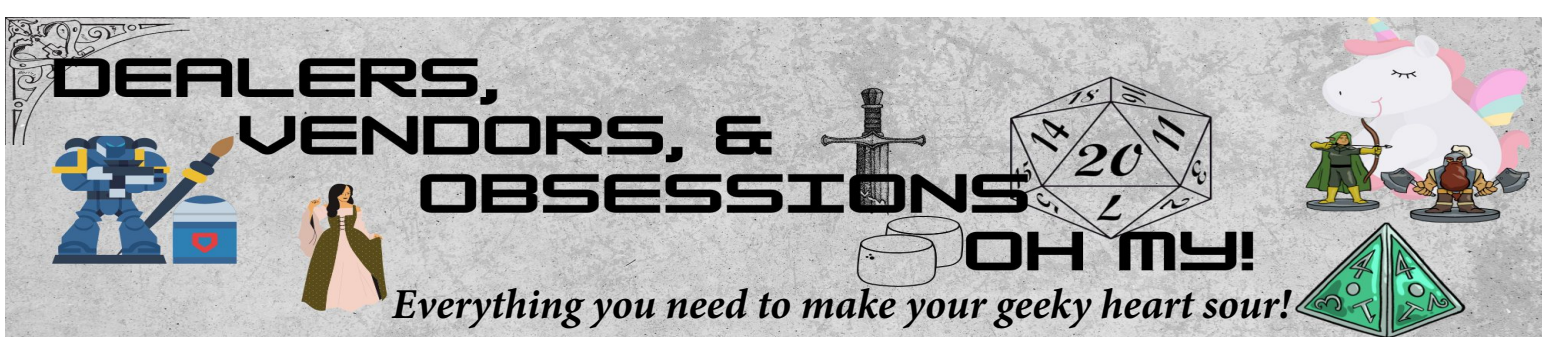
*Wizard Cloaks, Hats, Collars, Stickers*

**Shimmers & Sparkles**

*Sparkly Hair Accessories*

## Fan Tables

- **Direbrook**  
*A Dark Fantasy Convention*
- **Worldcon83 (Seattle 2025)**  
*Traveling Sci-Fi Convention*
- **NorWesCon**  
*Seattle Convention*
- **B Cubed Press**  
*Bob Brown - Publisher*
- **STARFLEET - Region 5**  
*International Star Trek Group*
- **Calvacade of Authors**  
*School/Author Connection Event*
- **Ghostbusters**  
*SE WA Cosplayers*



*Everything you need to make your geeky heart sour!*

**Dealer's Annex in Wing 2**

**Room 2110 Fa'El's Forge**

*Handforged Blades & Leather Goods*

**Room 2112 Chronos Games & Gifts**

*Games, Plushies, Blind Boxes, & Figures*

**Room 2113 Dark Gifts**

*Fangs & Leather Goods*

**Room 2114 Promise Land Tannery**

*Furs, Hides, Leather, Skulls Natural Curios*

**Room 2115 Adhala's Closet**

*Costumes, Trinkets, Jewelry, Handmade Items*

**Room 2116 Redfox Oddities**

*Taxidermy insect/animal Bone Art*

**Room 2117 Dancing Muse**

*Boots, Costumes, and Garb*

**Room 2118 Hearth & Stars**

*Cauldrons, Alter Supplies, Candles, Sage*

**Room 2119 Black Cat Jewelry & Gifts**

*Pocket Watches, Pins, Misc Cosplay*

**Room 2120 Attention Span Games Studio**

*Board Games & Caffeinated Marshmallows*

**Room 2121 Hughs LLC**

*Metal Sculptures*

**Room 2122 Soapernova**

*Bath & Body Products with Pop Culture*

**Room 2123 Luna de Chrysalis**

*Upcycled Journals, Notebooks, Key Fobs, & Jewelry*

**Room 2124 Jamie Walton Art**

*Artwork, Prints, & Coloring Books*

**Room 2125 Adventures Underground**

*Books, Games, Toys, Records, Comics*

**Room 2126 & 2128 Artemis Bridge**

**Room 2127 +10 Barter**

*Magical Arts & Crafts, Nuka Cola*

**Room 2129 Timeless Leatherworks**

*Steel Fantasy Crowns, Hand-laced Leather Bags*

**Room 2131 DM Constructs**

*Decorative Metal Designs, Rings & Cosmetics*

**Room 2133 Winging It**

*Handmade Leatherworks & Jewelry*

**Room 2137 Chromatic Art Studio**

*Tarot Card Readings, Crystals, Art, Jewelry*

**Room 2138 Dynamic Imagery**

*Photography Portraits*

**Room 2139 Little Dumpling Arts**

*Embroidered Garmets, Patches, Bags*

**Room 2140 Chimerion 3D Printing**

*3D Printed Items & Gifts*

**Room 2141 Constellation Designs**

*Custom Laser Engraved Gifts, Flasks, Tumblers*

**Room 2142 Alchemist's Attic**

*Handmade Resin Dice & Jewelry*

**Room 2142 Briar Patch Pumpkin**

*Art, Prints, Stickers, Keychains & Bags*

**Room 2144 Stonehouse Games**

*Board Games, Card Games, & Miniatures*

**Room 2145 Sage Fen Inc**

*Instructional Classes, Mini Make & Takes*

**Room 2148 Anime Room**



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# SEATTLE Worldcon 2025



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August 13-17, 2025

Seattle Convention Center

### Your Hosts

K. Tempest Bradford  
Nisi Shawl

### Poet Laureate

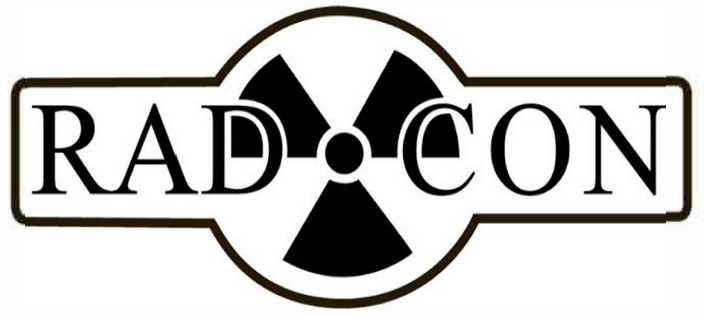
Brandon O'Brien

### Guests of Honor

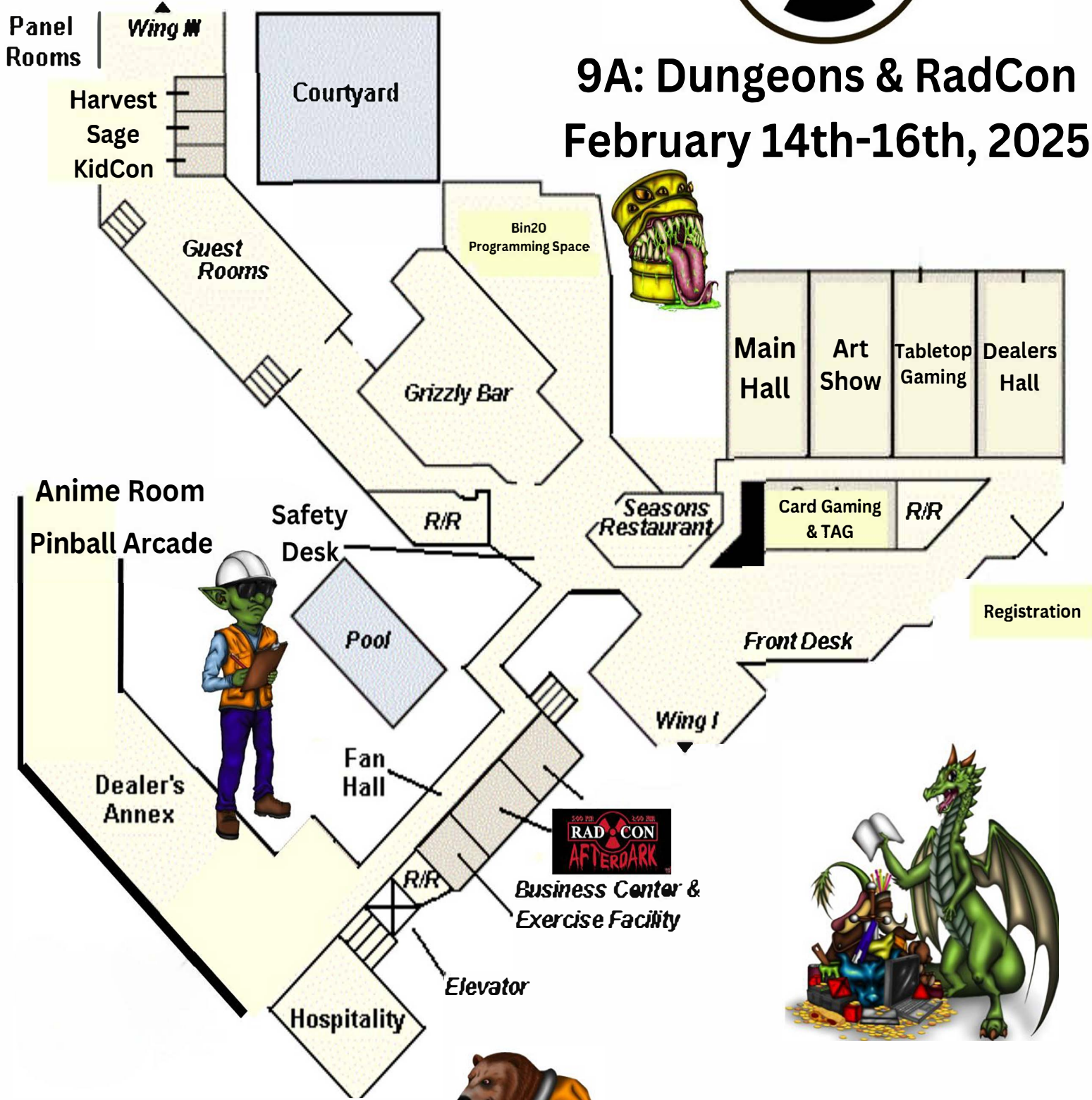
Martha Wells  
Donato Giancola  
Bridget Landry  
Alexander James Adams



<https://seattlein2025.org>



# 9A: Dungeons & RadCon February 14th-16th, 2025



Find us at  
[RadCon.org](http://RadCon.org)



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