

GARY CON XV

EVENT GUIDE

CELEBRATING
A LIFE WELL
PLAYED!"



GARY CON
GAMING CONVENTION

MARCH 23RD ~
26TH, 2023

LAKE GENEVA,
WISCONSIN, USA

THE GLIMMERING

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ON THE BLOCKCHAIN!



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COLLECTION COMING MARCH 30TH**

**THIS WEEKEND, COME PLAY AT MAPLE LAWN A
ALSO: MEET US IN SWINGHURST ON FRIDAY AT 5 PM
& SATURDAY AT 1PM TO LEARN MORE**

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TROLL LORD GAMES

VISIT US AT GARY CON XV
IN BOOTHS #106-107



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

Troll Lords Games, a subsidiary of Chenault & Gray Publishing, LLC, has been publishing Role Playing Games since 1999. They began publishing their own system, quickly converted to Dungeons & Dragons d20 system and became the primary publisher for Gary Gygax from 2001 until his passing in 2008. They are best known for their long-standing Castles & Crusades RPG which launched in 2004, continues to enjoy a wide following, and is presently on its 7th printing.

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VIEW YOUR EVENT SCHEDULE

GARY CON XV

TABLETOP
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EVENTS

<https://tabletop.events/conventions/gary-con-xv>

CELEBRATING
A LIFE WELL
PLAYED!"





GARY CON XV

"GREETINGS SEEKERS!"

THE RETURN TO THE BIRTHPLACE

Gary Con XV is almost upon us! Writing my opening comments always increases my excitement as I know that soon my family and I will be packing up and making our annual pilgrimage to Lake Geneva just as so many of you do every year. This is our 15th year and that is big milestone. I had no idea when I started this journey in 2009 whether it would be for a year, a decade or longer. I can say that Gary Con has grown to be something that is more than simply a cathartic event where I can remember my Dad, it has become something more. Walking through the halls teeming with activity, dice clattering, conversations, and the camaraderie evident as I traverse the Grand Geneva I feel rejuvenated and inspired. I am very proud of Gary Con and to be part of the team that brings this unique event to life every year.

Every year we welcome many new faces to the Gary Con family and some of them aren't aware of how we started and its significance. Gary Con grew out of a very sad event for me and my family. My father, E. Gary Gyga, the co-founder of Dungeons & Dragons, passed away on March 4th, 2008. Losing a parent is a traumatic and life-changing event for most and I was no exception to the rule. What was exceptional was the public response to his death. Thousands of people posted online expressing their sense of loss even though they didn't know my Dad personally, and some people were so moved that they decided to come to Lake Geneva to pay their respects. The funeral was a small, private affair so inviting the public to attend wasn't appropriate, so we decided to get together afterwards at the American Legion Hall. That was a place that held fond memories for me as a kid. The American Legion

was where we held Winter Fantasy, Spring Revel and even some of the earliest Gen Cons, so it was an appropriate place for a celebration of life. We brought dishes to pass, watched the D&D Cartoon on a large screen and played games, and not just D&D but board games and card games too. My father loved all types of games and gamers. People found it so enjoyable that they said I should do it again the next year, and thus Gary Con was born.

Gary Con has grown from a one-day event with less than 200 attendees into a four day event with over 2500 attendees, 1600 events, a huge vendor hall and a charity auction. It amazes me at how much we have expanded while keeping to our core mission, a memorial convention to honor the life and works of my father, and that too has expanded to include the many artists and de-



signers who were trailblazers in the world of tabletop RPGs. In recent years, with the help of our chaplain, Derek White, we also make a space to remember the important gamers who are no longer able to be at your table. If you have someone you want to honor, please add them to the Wall of Remembrance. I think its fitting that we share their stories here, remember the adventures undertaken together and celebrate them alongside The Table of Honor.

Gary Con is possible because of all of you who choose to come and celebrate with us, the skilled game masters who run games for others to enjoy, the hardworking volunteers keeping the gears turning, and the Gary Con Team that works year-round to breathe life into this event every year. Thank you to my wife Bouchra, Dave Conant, Skip Williams, Josh Popp, Travis Theune, Mike Noe, Natalie Barber, JD Cash, Matt Everhart, Jimmy Duffie, Matt Yandura and the rest of the Yandolorians: Chris, Chris, Brendan, Nick and Kevin, Chad Johannes, and the many folks who lend a helping hand throughout the year. I appreciate the energy and organization you all bring. That's why this year is going to be even better than the last!

Special thanks to GRIPNR the makers of The Glimmering, and our Diamond Sponsor of Gary Con XV. I would be remiss if I didn't also recognize the generous support of

"I would like the world to remember me as the guy who really enjoyed playing games and sharing his knowledge and his fun pastimes with everybody else."

- Gary Gygax

The Roberts Family this year for sponsoring the GM Rewards. GC XV is sponsored by Goodman Games, Northwind Adventures, Troll Lord Games, Frog God Games, Mirror-scape, Noble Knight, Fat Dragon, Kobold Press, Penny Dragon Games, Renegade Games, Evil Genius Games, The Crafty Gamer and Smugglers Coffee. We appreciate your support that makes it possible for us to deliver a world class gaming event in Lake Geneva, the birthplace of Dungeons & Dragons, that salutes our founders and celebrates our future.

Cheers,
Luke Gygax
Founder of Gary Con
Well-Played!
March 16, 2023

IN MEMORIAM

Dave Arneson (1947-2009)
Creator of Blackmoor, co-creator of D&D.

Prof. Phil M.A.R. Barker (1929-2012)
Empire of the Petal Throne, Tekumel.

Bob Bledsaw (1942-2008)
Founder of Judges Guild.

Brian J. Blume (1950-2020)
TSR Exec, co-author Boot Hill & Eldritch Wizardry.

Darwin Bromley (1950-2019)
Founder of Mayfair Games.

Dr. John Eric Holmes (1930-2010)
Dungeons & Dragons Basic Set, 1977.

Bill Hoyer (1948-2014)
IFW, Castles & Crusades Society

Don Kaye (1938-1975)
co-founder of Tactical Studies Rules.

Lenard Lakofka (1944-2020)
OD&D Playtester, Dragon Magazine

Kim R. Mohan (1949-2022)
Editor-in-Chief of Dragon, Game Designer, Editor.

Tom Moldvay (1948-2007)
D&D Basic Set, 1980, author Isle of Dread (X1)

Bruce "Duke" Siefried (1935-2018)
Exec. VP TSR and historical miniatures icon.

F. Greg Stafford (1948-2018)
Founder Chaosium, Game Designer.

Dave Sutherland (1949-2005)
TSR Pioneer Illustrator and Art Director.

David Trampier (1954-2014)
TSR Illustrator and Creator oWormy

Jean Wells (1955-2012)
First Female Designer at TSR.

Lynn Willis (19??-2013)
Chaosium: RuneQuest, Call of Cthulhu

Loren Wiseman (1900-2000)
co-founder, Game Designer's Workshop.

Erick Wijcik (1951-2008)
co-founder, Palladium Books.

Keith Parkinson (1958-2005)
TSR Artist.

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HOURS OF OPENING & CLOSING

Daily 9:30 AM: Draw from the Deck of Gary Things! Test your luck to win prizes or an ignoble end.

Join Luke Cygax in the Forum lobby for a chance to draw from a special Deck of Many Things. Five lucky attendees will be selected at random to participate each day.

Boardgame Library Hosted by Innroads Ministries in the Grand Ballroom: 9 am to midnight

WEDNESDAY - GARY CON XV REGISTRATION

Vendor Move In Forums: 9am - 10pm Vendors Badge Pick-Up at the Forum during this time.

Badge Pick Up at Con HQs: 5pm-8pm (Special Guests, Diamond and Platinum Badges begin 4pm)

Pre-Con Welcome Party: 7pm- Until the Pizza and Spotted Cow Runs Out



THURSDAY - SCI-FI THURSDAY

Wear your Sci-Fi costumes if you are so inclined.

Vendors Move In: 7 am to 10 am (continued)

Convention HQs: 8am to 5:30pm with extended support via GC Discord (<https://discord.garycon.com>)

Chainmail Jousting 8am-8pm (Legends of Wargaming Room)

Opening Ceremony: 10 am in the Exhibit Hall Lobby (Forum Lobby) with Luke Cygax

Exhibit Hall: (Forum) 10am to 5pm (Diamond & Platinum Access at 9 am)

Diamond Dinner: 6-7:30pm at the Chophouse (Special Guests & Diamond Badges Only)

VIP Welcome Party: 8 pm to midnight in the Grand Suite, Bldg 4 (Private Party for Special Guests, Diamond and Platinum Badge Only)

FRIDAY - FANTASY FRIDAY

Dress in fantasy costume if you are so inclined

Convention HQs: 8am to 5:30pm with extended support via GC Discord (<https://discord.garycon.com>)

Chainmail Jousting 8am-8pm (Legends of Wargaming Room)

Exhibit Hall: 10am to 5pm (Forum)

Happy Hour: 5:30-7:30pm (Free Soda and Spotted Cow with Official Stadium Cup)

GARY CON XV

STADIUM CUPS

\$10 **\$25**

SODA BEER

DISCOUNTED SODA AND SPOTTED COW ALL CON LONG!
\$1.50 SODA AND \$4 SPOTTED COW.

GARYCON HAPPY HOUR

5:30-7:30PM DAILY

(FREE SODA AND SPOTTED COW WITH OFFICIAL STADIUM CUP)



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LAKE GENEVA, WISCONSIN

GARY CON XV

MARCH 23RD-26TH, 2023

MUTANT CRAWL CLASSICS

ROLE PLAYING GAME

TRIUMPH & TECHNOLOGY
WON BY MUTANTS & MAGIC

New LE
Cover Now
Available!



VISIT US IN THE
DEALER'S HALL!

GARY CON
GARYCON.COM

HOURS OF OPENING & CLOSING

SATURDAY – HAWAIIAN SHIRT DAY

Wear your Hawaiian Shirt the iconic con garb of choice for Gary Gygax.

Convention HQs: 8am to 7:30pm with extended support via GC Discord (<https://discord.garycon.com>)

Chainmail Jousting 8am-noon (Legends of Wargaming Room)

Exhibit Hall: 10am to 5pm (Forum)

Gary Con Cosplay Contest: 1 - 2 pm (Lobby Lounge Area)

Chainmail Jousting Elimination: 1pm to 6pm (Legends of Wargaming Room)

HAWAIIAN SHIRT PICTURE: 2pm in the Lobby (any and all in a Hawaiian shirt are welcome)

E. Gary Gygax Lifetime Achievement Award Presentation: 2:30 pm in the Lobby.

GC Charity Auction: 3 pm to 6 pm in the Lobby (we welcome your rare and unique collectables at Con HQ Thursday - Friday)

Happy Hour: 5:30-7:30pm (Free Soda and Spotted Cow with Official Stadium Cup)

Jason Charles Miller Acoustic Show: 8pm - 9pm (Evolve Lounge)

Chainmail Jousting Championship: 8pm Attendee Champion challenges the Black Knight (Gygax Family)

Stefan's Metal 'til Midnight Party: 10pm to midnight in the Lobby Bar Area.

SUNDAY

Convention HQ: 8am to 1pm (Staff begins tear down of all GC equipment) with extended support via GC Discord (<https://discord.garycon.com>)

Geek Preacher Service: 9am to 10am in in Galewood C

Exhibit Hall: 10am to 2pm- last call to get merch from our amazing vendors.

Undead Dog Party 8 pm: Pizza, drinks and games for the hard working Volunteers, Staff, and Special Guests.

GARY CON RULES & POLICIES

SUCCEED ON ALL YOUR CHARISMA CHECKS

ATTENTION: ALL attendees at any Gary Con event must accept all terms, policies and waivers listed below.

This is expressly required to be allowed to access any event or function whether physically or virtually.

All policy questions or violations may be directed to PolicyTeam@garycon.com, or submitted anonymously via our incident report form at: <https://forms.gle/hqFdgDcdZ2WZY1Q57>.

COVID-19 Policy

Gary Con XV will follow Governmental and Facility guidelines on COVID-19. Here is our current policy which is subject to change.

96 hours of the day you pick up your badge at GC. This means that you're 14 days after a final dose of a FDA or WHO-authorized COVID-19 vaccine OR have proof of a negative COVID test from a lab, not a home test; however it can be a Rapid or PCR test.

Registration

In order to get your physical badge or purchase one on-site you may be required to present proof of being Fully Vaccinated OR a negative COVID test result from a laboratory within

The form of vaccination proof can be your vaccine card, a copy or image of it, showing a screen from a state sponsored app displaying your vaccine history, or a letter from a medical

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professional certifying that you are vaccinated against the COVID-19 virus. Children under 12 are exempt from the vaccination requirement.

Masking

Unless there is a local, state or national governmental mask mandate in effect during Gary Con; masks are optional. You may elect to wear a mask or not based on your personal judgment.

Duty to Self-Monitor

Staff, participants, Guests, exhibitors, and volunteers agree to self-monitor for signs and symptoms of COVID-19 (symptoms often include fever, cough, and shortness of breath) and refrain from attending physical Gary Con if they suspect they may have COVID-19.

Contact and Quarantine

If you have COVID-19 symptoms, quarantine and get tested. If you were in close contact for 15 minutes with a confirmed COVID-19-positive person, self monitor for symptoms. If you had close contact with a COVID-19-positive person, stay quarantined and away from GC for 5 days. If you had COVID-19 you need to test negative 5 days before coming to GC. And anything else that the government suggests, such as the CDC (<https://www.cdc.gov/coronavirus/2019-nCoV/index.html>) or WDoHS: (<https://www.dhs.wisconsin.gov/covid-19/index.htm>)

And we encourage all to follow other guidance issued by governmental agencies, such as the CDC (<https://www.cdc.gov/coronavirus/2019-nCoV/index.html>) or WDoHS: (<https://www.dhs.wisconsin.gov/covid-19/index.htm>). If you have to stay home because of COVID-19, send your laboratory test results showing positive for COVID-19 to customerservice@garycon.com and we will roll your badge over to next year. This is the only way to be eligible for a rollover credit due to illness.

Responsibility

Gary Con (Good Omen Productions, LLC) cannot guarantee that its staff, participants, volunteers, exhibitors, Guests or others in attendance will not become infected with COVID-19. You assume the risk of any illness, injury, or death from contracting COVID-19 or a variant during the Convention, including traveling to or from the Convention, entering any of the Hotels, or participating in Convention activities.

Harassment Policy

Gary Con is an inclusive, family-friendly convention. We expect all attendees to treat each other with common courtesy and respect.

Gary Con does not permit harassment with regard to gender, sexual orientation, dress, age, race, religion or lack thereof, political affiliation, disability, or involvement or noninvolvement in any group or activity at Gary Con.

Harassment includes any behavior that annoys, alarms, demeans, or threatens another person or group. Harassment includes (but is not limited to) verbal comments, the use of overly sexual imagery in public areas, intimidation, stalking, unauthorized photography or recording, inappropriate physical contact, unwanted sexual attention, and the disruption of events or activities.

If you feel you are being harassed, you fear for your safety, or you witness someone harassing others, you may contact a Gary Con staff member, or hotel security immediately. You can also contact us via email or the anonymous form linked at the top of this page. Hotel security can be reached by calling the hotel front desk from a courtesy phone or alerting any hotel team member wearing the Grand Geneva name badge.

All harassment reports will be investigated and dealt with. Reports are to be treated confidentially unless the reporter gives permission to disclose details of the incident outside of the Gary Con Staff and Hotel Management team. Possible consequences of harassment include, but are not limited to, the revocation of the offending party's Gary Con badge, ejection from the venue, and the involvement of local authorities.

Conflict Resolution

No one should tolerate harassment at Gary Con. Please practice good judgment, common sense and seek to deescalate conflict in a safe manner to the maximum extent possible. Should you experience or witness harassment, you may choose to take any of the following actions:

If you feel safe and comfortable doing so, ask the offender to stop. Whether the offending behavior is intentional or unintentional, expressing your discomfort to the offender directly often puts a stop to that conduct. Oftentimes, the offending behavior is unintentional, and the accidental offender and offended will resolve the incident by ceasing the behavior and/or apologizing.

Leave the area. While this may be unfair to you, it is sometimes best for your safety and well-being if you choose to leave the area, especially if you feel uncomfortable around the offender or their conduct. After separating yourself from the conduct, you may still choose to take additional actions. If the offender insists that he/she did not offend, or if the

offender continues the harassment after being asked to stop, then you will need a third party to step in. Please notify Gary Con's Policy Team via email or the form linked at the top of this Policies web page.

Contact the hotel staff, security, police or other appropriate authorities. Your health and safety is our most important concern. If you require immediate assistance from law enforcement, medical services, or other governmental entities, please do not hesitate to contact such services directly.

As a virtual attendee, you also have the option to Contact convention staff by joining the Gary Con Discord Server, here. The best and easiest way to contact staff is to visit the #help-desk-chat channel. If you feel your concerns can't be voiced in a public channel, please direct-message anyone with an Administrator role.

Sanctions

Gary Con participants asked to stop any harassing behavior are expected to comply immediately. If a participant engages in harassing behavior, staff may take any action they deem appropriate, including warning the offender, expelling the offender from Gary Con, or banning the offender from the Gary Con community on the internet.

Specific sanctions may include but are not limited to:

Warning the harasser to cease their behavior and that any further reports will result in other sanctions

Requiring that the harasser avoid any interaction with, and physical proximity to, their victim for the remainder of the event.

Requiring that the harasser immediately leave Gary Con without refund and not return.

Not allowing a person who violated the policy to attend future Gary Cons.

Ending immediately any gaming events or other event responsibilities and privileges the harasser holds and requiring that the harasser not attend future Gary Cons (either indefinitely or for a certain time period)

Publishing an account of the harassment.

Permanent ban from any Gary Con sponsored events or online services. Reporting of the incident to the appropriate authorities.

Gary Con staff members will help participants contact hotel/venue security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe

for the duration of the event. We expect participants to follow these rules in all Gary Con venues, Gary Con-related social events, and online communication channels.

Ethics and Conduct

Any of the following will be grounds for expulsion from Gary Con without refund:

Violating any federal, state, or local laws, facility rules, or convention policies

Failure to comply with the instructions of Gary Con staff or security personnel

Using anything in a threatening or destructive manner against person or property

Endangering the safety of oneself or others

Threatening, stealing, cheating or harassing others

Sleeping in any of the event spaces (if you doze off we will wake you up, but no laying on the floor, or across chairs, etc)

Consuming any outside food or beverages in the Gary Con event spaces

Lost or Misplaced Badges and Event Tickets

We cannot replace lost, stolen, or forgotten badges or event tickets. Such items must be repurchased at full cost. We recommend that you check with the Gary Con Registration Desk to see if your materials have been turned in to Lost & Found. Gary Con (Good Omen Productions) assumes no responsibility for lost, stolen, or forgotten materials.

General Waiver of Liability

The purchase or acquisition of a Gary Con badge admits one person to all basic activities and exhibits at Gary Con during regularly scheduled hours for the day or days specified by the badge type. Some designated activities may require payment of a separate, additional fee. By accepting a badge and in consideration for being admitted to Gary Con, the holder consents to being recorded (by audio and/or visual means) for exhibition and exploitation by any means in all media, including without limitation the Internet, worldwide in perpetuity. The badge holder releases Gary Con (Good Omen Productions) from any liability for loss or damage to persons or property, infringement of any right, or any other claim or course of action of any kind; authorizes and permits Gary Con (Good Omen Productions) and its designees, which includes but is not limited to all sponsors, exhibitors, and contractors, to use and authorize the use of his or her name, voice, likeness, and all reproductions thereof by any means and in all media now and hereafter known, including without limitation the Internet, for all purposes worldwide in perpetuity; and agrees to comply with all the rules and regulations of the convention. Gary Con (Good Omen Productions) reserves the right to deny entry or remove

from the convention facilities any person who in its sole and absolute discretion is behaving or threatening to behave in a manner which it reasonably considers to be disruptive.

Costumes and Weapons

Weapons and items that appear to be weapons are not allowed at Gary Con. Self-defense, recreational and utility items such as knives, tasers, pepper spray, BB guns, cap guns, air-soft weapons, paintball guns, water guns, martial arts weaponry, including wooden practice weapons, etc., are not welcome, even if it is lawful to own and carry them in other public places. Off-duty security and military personnel are not allowed to bring their weapons to Gary Con. Items resembling futuristic weapons, fantasy weapons, and non-projectile boffer weapons may be allowed provided they are not handled in a careless, threatening, or destructive manner against persons or property.

Questionable items can be brought to the Gary Con HQ in the convention center during operating hours to be checked for compliance with this policy. Some events may provide exceptions to this policy under strict circumstances defined by that event. Items purchased in the Exhibit Hall which violate this policy must be wrapped and immediately removed from the convention premises.

20th and 21st century uniforms may not be worn as costumes. These include any uniform that can be construed as a military uniform from any country or a uniform worn in an official capacity, such as security guard, police officer, deputy, fire marshal, paramedic, etc. Active duty military personnel are permitted to wear their government-issued uniforms.

Gary Con Event Staff or venue security personnel may inspect any item or costume, or request that an attendee remove a mask, at any time during the convention. Failure to comply with these policies and/or the instructions of Gary Con Event Staff or security personnel may result in immediate removal from the convention without refund.

Firearms Policy

Real firearms are not allowed at Gary Con events space. This includes those attendees who maintain a conceal carry weapons permit from any state. Attendees who choose to ignore this policy may be asked to leave the convention and may have their badge revoked.

Privacy Policy

We are the sole owners of the information collected on this site. We only have access to/collect information that you voluntarily give us via email or other direct contact from you.

We will not sell or rent this information to anyone outside of our Good Omen Productions, LLC and Gaxx Worx LLC. We will use your information to respond to you, regarding the reason you contacted us. We will not share your information with any third party outside of Gary Con or our venue, other than to resolve issues with the hotel or to connect you with sponsor companies in order to provide some benefit to you connected with your badge.

Purchases and Refunds

All purchases of Gary Con merchandise, including badges and event tickets, are final. No refunds are issued for any reason unless expressly stated in writing in advance.

Event Cancellations

If an event has been canceled, please see the Gary Con HQs desk for further instructions. If there was an event fee there may be a refund, however the vast majority of events are at no charge. So we will help identify available alternatives for you using the event listing on <https://play.garycon.com>.

GM Policies

Thank you for being a part of the celebration at Gary Con! By choosing to submit, run, or organize an event at Gary Con, you:

Will abide by all venue policies.

Will abide by all of Gary Con's policies.

Understand that running an event does not make you a Gary Con employee or contractor.

Understand that consequences may occur as a result of violating Gary Con policies.

Agree that the purpose of running gaming events at Gary Con is to provide a fun and entertaining experience to attendees.

Agree to ensure the safety of you and your players.

Agree to follow all directions of Gary Con staff and management.

All event space is reserved for organized events unless it is clearly marked as "Open Gaming". Any unauthorized event will be removed at management's discretion. If there are problems or questions about a table assignment, do not attempt to fix it yourself. Please contact Gary Con staff or volunteer to assist.

You are responsible for the security of all items you bring to your game. If any special care is necessary, please contact Gary Con staff to make arrangements. Gary Con assumes no liability for lost or stolen items.

If there is a reason that your game cannot be run, contact Gary Con staff member immediately so the game can be canceled.

Appropriate Game Content

As stated above, when you agree to run any event at Gary Con for our attendees you are doing so with the express understanding that you are running said event in a way to provide a fun and entertaining experience for our attendees. This does not include providing “shocking” or “horrifying” experiences in a game.

When submitting a game, please make sure to engage the appropriate age range selection for your expected players. Adult themed games are appropriate for adults. If you do plan on running a game that contains adult themes, it is incumbent upon each and every GM to provide a full explanation of the adult situations contained in your game in the body of the game’s event description. There simply cannot be any room for surprises when it comes to subjects that might be offensive or objectionable to our attendees.

To be absolutely clear on this subject, themes, scenarios, or encounters based on graphic violence and/or sexual content is never appropriate for a gaming event at Gary Con. This includes descriptions of rape, extreme violence, or extreme cruelty. Please let common sense be your guide in this. Some matters that might be acceptable in a home game involving consenting adults are not acceptable at a gaming convention. Violations of these edicts are violations of our policies and can result in immediate expulsion without refund as well as a permanent ban from any and all future Gary Con events and activities.

Before Your Game

You should arrive at your table at least 5 minutes prior to start time to greet your players and wipe down the table and chairs with cleaning solution. If your designated table is in use, contact a staff member or volunteer to get assistance. Do not attempt to move your game to another table/location as this may affect other games.

All players must have a valid game Player, GM, Exhibitor or Guest badge to play in the event. We encourage walk-ups to play in events as long as you can fit them into your game smoothly. Display the green table placard to show that you are accepting walk-ups. Display the red table placard to show you are not accepting additional players. Please don’t allow spectator badges to play in your events.

During Your Game

Check that all players are wearing valid badges during all games. If players or GMs are found to not be wearing valid badges, they will be warned and if necessary, removed. In the case of a GM not displaying a valid badge, the game may be canceled.

Games should run as they were represented in the initial submission. No changes can be made without prior approval from the Gary Con staff. This includes start/end time, location and content. If any changes are necessary, contact a staff member.

If there are any problems with disruptive players or security issues, contact the nearest Gary Con staff member.

After Your Game

You should finish your game at least 10 minutes before the next scheduled time slot to allow the next GM to set-up. Clean up your space and wipe down the table with cleaning solution. The area should be left as you found it. If you see areas of concern (trash, broken chairs/tables, spills), please contact Gary Con staff member.

Please ensure that the table placard and holder that was present on your table at the beginning of your game is present and clearly visible at the end of your game.

Gary Con Game Master Lounge Policy

Our GMs will have a place of their own to relax, get some refreshments and prepare their games at the Grand Geneva. The lounge is reserved for GMs that run events at Gary Con and have the appropriate marker on their badge to access the space. There will be snacks and beverages available for consumption in the lounge only.

If you have any questions, please contact events@garycon.com.

GM “No Show” Policy

We understand that sometimes unforeseen events cause a GM to miss their game and deeply appreciate the hundreds of skilled GMs that run events for everyone’s enjoyment. We want to encourage timely communication and dissuade people from “no showing” the people that signed up to play in their events. If you as a GM realize that you have an issue that will prevent you from running an event as scheduled, please contact us immediately. Gary Con expects every GM to contact the staff and inform us of a cancellation as soon as they know that they will miss or cancel the event. For issues prior to the first day of Gary Con, please use, at a minimum, customerservice@garycon.com to inform us of the issue. Once Gary Con has commenced please report the issues to the personnel at convention headquarters in person.

Any GM who, without proper notification, fails to show up for and run 2 or more of their scheduled events may have their

current badge revoked and be banned from attending Gary Con in any capacity for a period of no less than one year. The length of the ban will be determined solely by the Gary Con management. We are compassionate human beings and will consider extenuating circumstances presented to us before enforcing a revocation or ban.

LIABILITY WAIVER AND RELEASE OF CLAIMS:

I acknowledge that I derive personal satisfaction and a benefit by virtue of my participation, attendance and/or voluntarism at Gary Con and I willingly engage in events and/or other activities (the "Activity").

RELEASEANDWAIVER. I HEREBY RELEASE, WAIVE AND FOREVER DISCHARGE ANY AND ALL LIABILITY, CLAIMS, AND DEMANDS OF WHATEVER KIND OR NATURE AGAINST GARY CON (GOOD OMEN PRODUCTIONS, LLC) AND ITS AFFILIATED PARTNERS AND SPONSORS, INCLUDING IN EACH CASE, WITHOUT LIMITATION, THEIR MEMBERS, OFFICERS, EMPLOYEES, VOLUNTEERS, AND AGENTS (THE "RELEASED PARTIES"), EITHER IN LAW OR IN EQUITY, TO THE FULLEST EXTENT PERMISSIBLE BY LAW, INCLUDING BUT NOT LIMITED TO DAMAGES OR LOSSES CAUSED BY THE NEGLIGENCE, FAULT OR CONDUCT OF ANY KIND ON THE PART OF THE RELEASED PARTIES, INCLUDING BUT NOT LIMITED TO DEATH, BODILY INJURY, ILLNESS, ECONOMIC LOSS OR OUT OF POCKET EXPENSES, OR LOSS OR DAMAGE TO PROPERTY, WHICH I, MY HEIRS, ASSIGNEES, NEXT OF KIN AND/OR LEGALLY APPOINTED OR DESIGNATED REPRESENTATIVES, MAY HAVE OR WHICH MAY HEREAFTER ACCRUE ON MY BEHALF, WHICH ARISE OR MAY HEREAFTER ARISE FROM MY PARTICIPATION WITH THE ACTIVITY.

ASSUMPTION OF THE RISK. I acknowledge and understand the following:

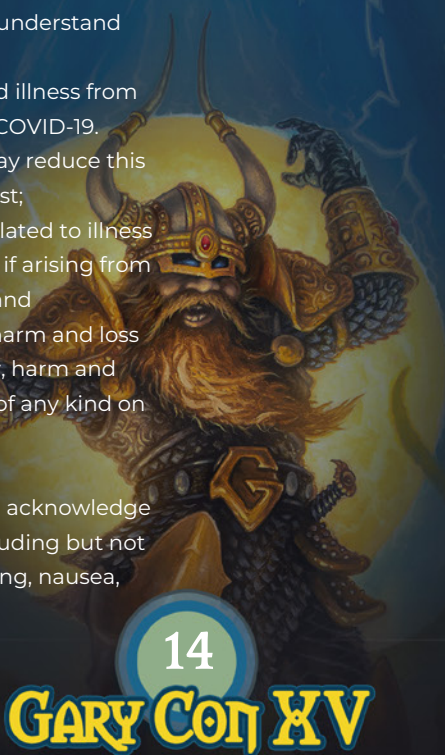
1. Participation includes possible exposure to and illness from infectious diseases including but not limited to COVID-19. While particular rules and personal discipline may reduce this risk, the risk of serious illness and death does exist;
2. I knowingly and freely assume all such risks related to illness and infectious diseases, such as COVID-19, even if arising from the negligence or fault of the Released Parties; and
3. I hereby knowingly assume the risk of injury, harm and loss associated with the Activity, including any injury, harm and loss caused by the negligence, fault or conduct of any kind on the part of the Released Parties.

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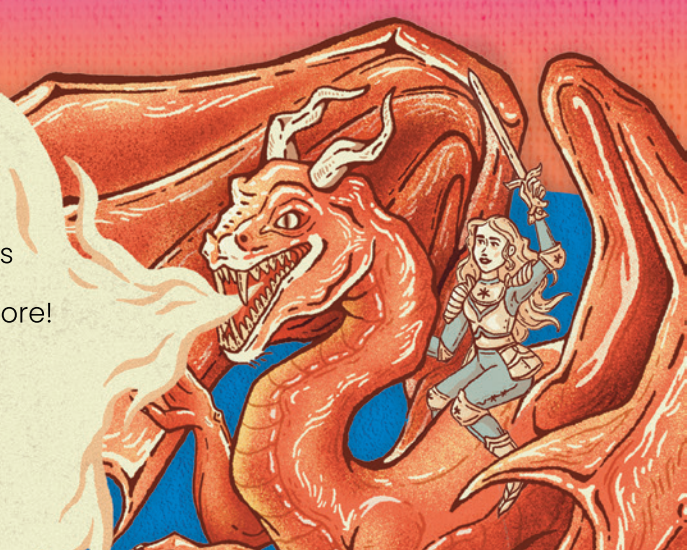
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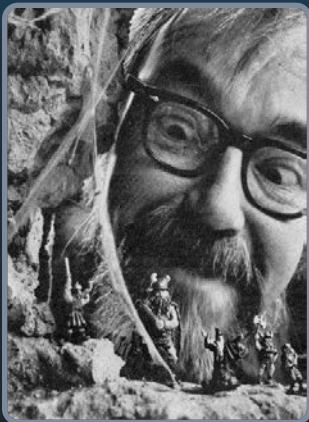
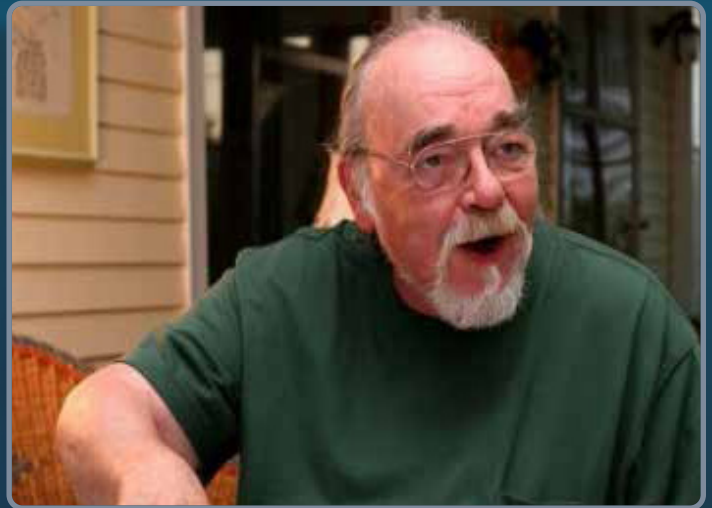
WHY WE ARE HERE

GARY GYGAX: LIVING ON IN ALL OF US

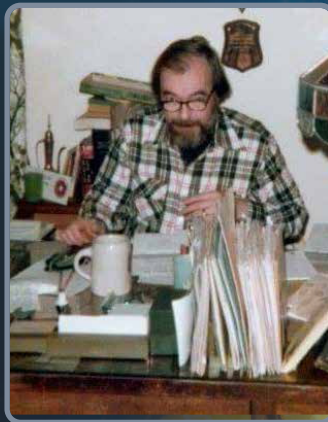
“When AI approximates Machine Intelligence, then many online and computer-run RPGs will move towards actual RPG activity. Nonetheless, that will not replace the experience of ‘being there,’ any more than seeing a theatrical motion picture can replace the stage play.” - Gary Gygax

“Naturally, every attempt has been made to provide all of the truly essential information necessary for the game: the skeleton and muscle which each DM will flesh out to create the unique campaign... which is challenging, where the unexpected is the order of the day, and much of what takes place has meaning and reason within the framework of the game “world”.

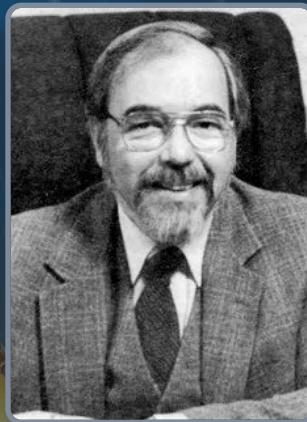
—from Gary’s Preface to the AD&D Player’s Handbook 1978



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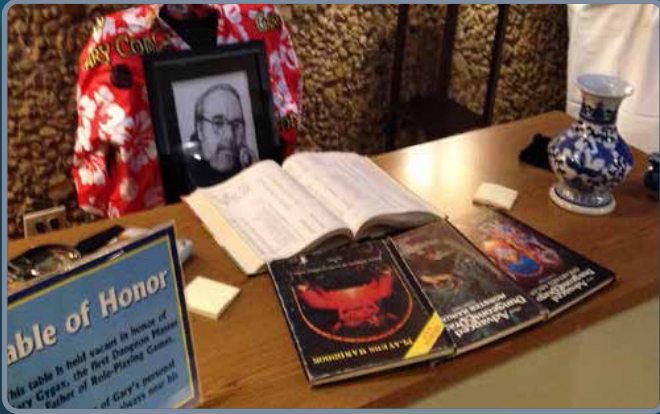
Icon of creativity and dynamics. Gary Gygax featured in FUTURAMA.

“There is no winning or losing, but rather the value is in the experience of imagining yourself as a character in whatever genre you’re involved in, whether it’s a fantasy game, the Wild West, secret agents or whatever else. You get to sort of vicariously experience those things.”

- GARY GYGAX

WHY WE ARE HERE

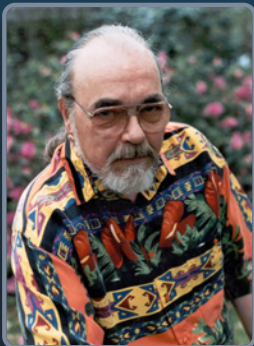
“The game is completely open-ended, is subject to modification, expansion, and interpretation according to the desires of the group participating, and is in general not bounded by the conventional limitations of other types of games” –from Gary’s Preface to the D&D Holmes Basic Set - 1978



Gary Con Table of Honor On display at Gary Con XIV. A seat for Gary complete with desk, chair, and articles of note. Stop by, take pause, remember, give thanks!

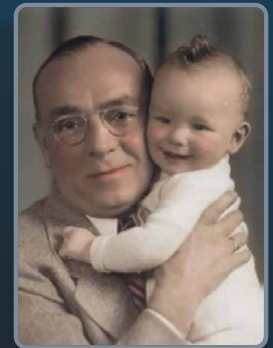
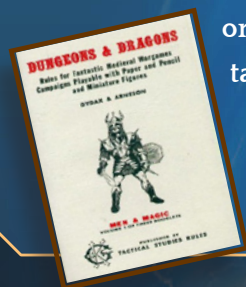


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The birthplace of Dungeons & Dragons, home of E. Gary Gygax and Family during creation of the game.



Icon of Hawaiian Fashion. Peception Checks in Palms & Flowers.

“Those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a “world” where the fantastic is fact and magic really works!”
—from Gary’s Forward to the D&D VOL I: MEN & MAGIC 1974



E. Gary Gygax (right) born July 27, 1938, Chicago, Illinois.



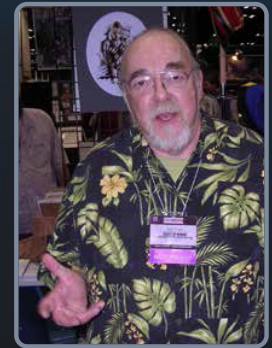
Husband, Father & Guide with infant Alex Gygax



(1969) coming of age the Founder and Architect of an Era.



Pint-sized Patriot Gary salutes in form and youthful decorum.



(2007) at GENCON Life Long Creator and Community Patron.



VIRTUAL GARY CON

2023

MARCH 23RD-26TH

twitch.tv/GaryConLive

THURSDAY, MARCH 23RD

Start CST Title

10:00am	Actoroke
1:00pm	Wizkids Miniature Painting - Leah Fong
2:00pm	Painting with Mike Disney
5:00pm	"Steps in creating a good adventure" (Panel)
6:00pm	D&D with Dork Tales

SATURDAY, MARCH 25TH

Start CST Title

10:00am	Goopy Dungeon Game Show - Goopy Cube
1:00pm	Musical Commissions - OBP Musical
2:00pm	Paranoia with Careful Cantrip
5:00pm	The Spark of Justice - OBP Musical
6:00pm	Kandlekeep Dekonstruktion - Proficiency Bonus
10:00pm	Three Country Extravaganza - US/Australia/Germany

FRIDAY, MARCH 24TH

Start CST Title

10:00am	ARcana Demo (11am to Noon) - Mirroscope
1:00pm	Blackflag Game System - Kobold Press
2:00pm	"A Rescue that is obviously a trap..." - The Greatest GM
5:00pm	Jason Charles Miller and Vivka - Gaxx Pack Songs
6:00pm	Jammergeddon - GawdMode
9:00pm	Everyday Heroes (Panel) - Sigfried, Charlotte, and Goober
10:00pm	Hope's Last Day (Alien RPG) - Praetor's Rejects

SUNDAY, MARCH 26TH

Start CST Title

10:00am	Actoroke - Sarah Moore
2:00pm	The Cleanup Crew - D&D with Me
5:00pm	Dragonshield (discussion) - Stefan Hansson
6:00pm	Death in Freeport - The Games Tavern

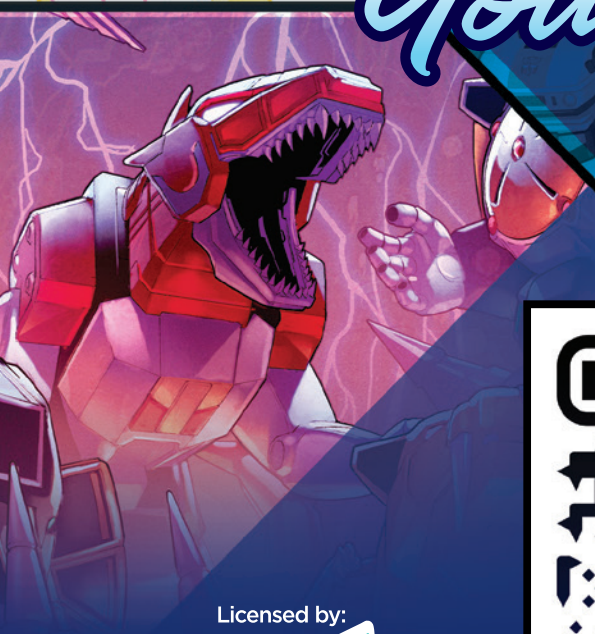




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GODS, DEMI-GODS, AND HEROES

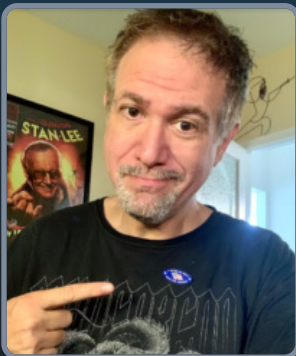
LORE & MORE ABOUT GARY CON XIV SPECIAL GUESTS



CHRIS ARNESON

Chris Arneson is a freelance illustrator who grew up with a love for Dungeons & Dragons, especially its art. He has currently been doing much freelancing for Joseph Goodman, of Goodman Games, including work in many of their OARs, Original Adventures

Reincarnated, on such iconic titles as The Temple of Elemental Evil, Castle Amber, Isle of Dread, The Lost City and currently The Dark Tower. Last year he had the honor of illustrating three cards for Luke Gygax and Gary Con's Deck of Many Things as well as the high honor of painting Gary Con XV's 2023 t-shirt design and promotional image. He graduated from UW Whitewater with a BFA in 1996 and has had the pleasure of working on such CCGs as Wheel of Time, World of Warcraft, Legend of the Five Rings, Legend of the Burning Sands, Doomtown, Rifts, and Warlord.



DAVID BAXTER

David Baxter has been playing D&D since 1976 and he still loves it! He is an award winning cosplayer who attends comic cons as Darth Vader, The Hound and Gandalf amongst others. He plays Zadgra the Strong alongside Luke Gygax, as Bingo Shortwick, in

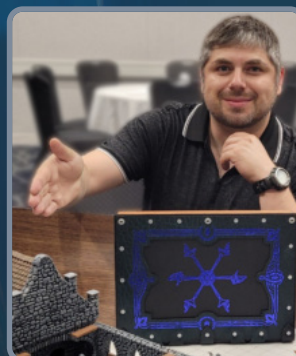
Stefan Pokorny's Shortwick Chronicles streaming games. He's a senior executive at Legion M, a production company owned by pop culture fans and is always looking for ways to promote gaming and the gaming community.



ED BICKFORD

Ed is an award winning illustrator and graphic designer and syndicated cartoonist, as well as a Tabletop game illustrator and artist for both science fiction and fantasy products. He has worked with many publishers familiar to gamers such as; Mudpuppy Games,

Skeeter Green Productions, Frog God Games, Necromancer Games, Planet X Games and more. He studied Illustration at the University of Central Missouri. Ed has an artist booth in the Exhibit Hall so stop in and say hello!



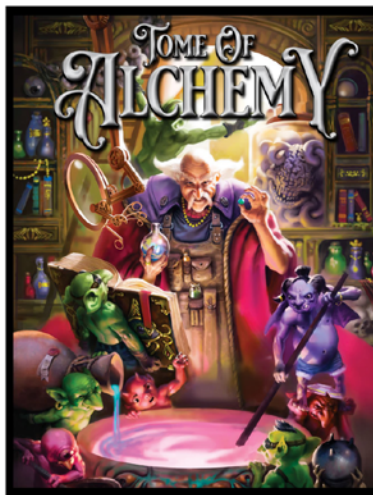
ANDREW BISHKINSKYI

Andrew Bishkynski is a Toronto-based freelance TTRPG designer of Russian-Ukrainian heritage. Since learning to play D&D in 2016, he's written and published over 20 adventures for the D&D Adventurers League, including for Wizards of

the Coast, GameholeCon, and many conventions across North America. His recent freelance work has included work on projects such as Arora for Ghostfire Gaming and Dread Metrol for Keith Baker Presents. Over the last two years he led the design on a pair of successfully crowd-funded independent 5e supplements - Den of Assassins and Deep & Dangerous. In 2021, Andrew took first place in the official D&D Dungeon Master Challenge. He is currently working on new D&D adventures and a brand new TTRPG.



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GODS, DEMI-GODS, AND HEROES



JOLLY BLACKBURN

Jolly Blackburn is best known as the creator of the comic strip Knights of the Dinner Table. He launched a gaming magazine called Shadis when he was still serving in the Army. Knights of the Dinner Table was a strip in the back of Shadis in the

tradition of Finneous Fingers in Dragon Magazine. Of course the Knights have become a force of their own!

Jolly is also the person who helped Luke name Gary Con at the gathering after Gary's funeral. When someone commented that Luke should hold a gathering every year in honor of his Dad, Jolly offered the name of "GaryCon" based on the fictional event in the KoDT world run by the character Gary Jackson. Luke liked the name and Gary Con was born!



JOHN BOBEK

I became involved in wargames in the spring of 1968 when I had been asked by a classmate who had observed my doodles to illustrate a magazine that he helped publish. He was a member of the recently re-named International Federation of Wargaming.

That was a wargaming club of about, at that time, 130 members around the nation. The IFW became involved in organizing gaming conventions, most noticeably in Lake Geneva, WI. One of the original members of the IFW was the late E. Gary Cygax. At the time, most wargamers in the IFW could be classified at "board" gamers. That is, they played one of the numerous board games provided by such companies as Avalon Hill. Many people at the conventions played these board games and games such as Diplomacy. However, the highlights of these conventions were the wargames

using miniatures. Nothing would draw spectators more than lavish scenery and serried ranks of Napoleonic lead soldiers! I was hooked. While I mostly helped in the refreshment stand with Gary's eldest daughter Elyssa, I was able to play in some miniature games. Back in Chicago, I was a member of the Chicago Circle Games Committee at the U. of I. in Chicago.



PETER BRETT

(Virtual Guest)

Peter V. Brett is the internationally bestselling author of the Demon Cycle series, which has sold more than three and a half million copies in twenty-seven languages worldwide. Novels include The Warded Man,

The Desert Spear, The Daylight War, The Skull Throne, and The Core. His new novel, The Desert Prince, is book 1 in the Nightfall Saga, published worldwide August 2021, and the sequel, The Hidden Queen, releases in early 2024. Peter also wrote the Red Sonja: Unchained graphic novel, and produced Author D&D at ConFusion from 2012-2015. He lives in Brooklyn.

petervbrett.com

[Twitch/Twitter/Instagram/Facebook/Tiktok: @pvbrett](#)



JASON BULMAHN

Jason Bulmahn is the Director of Game Design at Paizo Inc, leading the team responsible for the Pathfinder Roleplaying Game and the Lost Omens line of setting books. He is also the publisher at Minotaur Games, creator of the Hopefinder

RPG and other game accessories. He is a regular streamer on twitch and a gaming content creator on YouTube.

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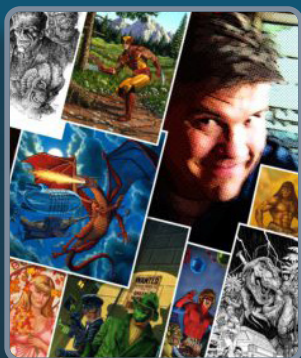


MULLEN

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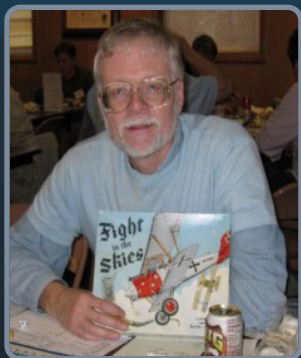
GODS, DEMI-GODS, AND HEROES



JEFF BUTLER

Jeff Butler has worked as an illustrator, cartoonist, comic book and video game artist. Among his comics credits, Jeff co-created The Badger and helped bring back The Green Hornet to comic books. He worked in the TSR, Inc. art department, illustrating D&D,

DragonLance and other fantasy game products. He also illustrated TSR's Marvel Superheroes Role Playing Game. Jeff also did numerous art chores on 11 AAA video game titles, including X-Men Legends I & II and Marvel: Ultimate Alliance. He currently teaches Drawing and Making Comics at Madison College and the University of Wisconsin-Madison.



MIKE carr

As a teenager, Mike began gaming with the International Federation of Wargamers (IFW) in the 1960s. He created the game "Fight in the Skies" (FITS), also known as "Dawn Patrol", and self-published it at the recommendation of Gary Gygax as part of the

IFW's Wargame Inventors Guild (WGIG) in 1968. FITS was later published by Guidon Games in 1974 and then by TSR in 1976, changing the name to Dawn Patrol in 1982. He also co-authored "Don't Give Up the Ship" with Dave Arneson and Gary Gygax in 1971.

He joined the ranks of TSR in 1976 at the invitation of Gary Gygax. While at TSR, Mike authored the D&D module "In Search of the Unknown" and served as editor for the Monster Manual, Players Handbook, and Dungeon Master's Guide.

Mike Carr is the only person who's attended every Gen Con. His FITS game has been run at every

one of those Gen Cons. Mike is still active in the gaming community today though his Aerodrome magazine which he started back in 1969.



Banana Chan

(Virtual Guest)

Banana is a Cantonese Canadian game designer, writer and publisher living in the US. Her latest work has been on Deimos Academy, Exquisite Crime, Jiangshi: Blood in the Banquet Hall, Van Richten's Guide to Ravenloft and Betrayal at

House on the Hill: 3rd Edition. They hate Mondays, love lasagna and they have the best dental hygienist, Dora.

Twitter: <https://twitter.com/bananachangames>

Instagram: <https://www.instagram.com/bananachangames/>

YouTube: <https://www.youtube.com/c/BananaC-Games>



STEPHEN CHENAULT

Stephen Chenault is the CEO of Troll Lord Games, publishers of Castles & Crusades, the World of Ahrde, Amazing Adventures and other role playing games. He has worked in the table top role playing industry since 1999 and written

and published a host of game books, adventures, and fiction. His most notable works include the Codex of Ahrde, The Castles & Crusades Adventurers Backpack, the C series of adventures and Aufstrag. His fiction includes numerous vignettes from the world of Ahrde and three collections of short stories, the Tales of Eurich and Ava. He worked with and was Gary Gygax's publisher from 2001 to 2008, putting out a wide variety of material by Mr. Gygax. He continues to work actively in the industry today.

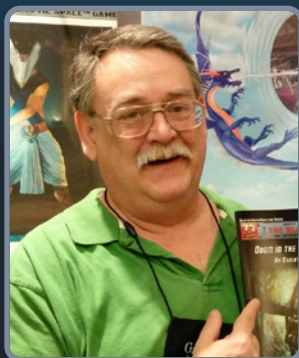
GODS, DEMI-GODS, AND HEROES



BRENT CHUMLEY

Brent is a graduate of Southern Illinois University at Edwardsville and has produced art for a multitude of media including cover paintings, interior illustrations, collectible card art, cartography (maps), graphic design, page layout,

t-shirt designs, miniatures paintings, concept art and commercial photography for a plethora of clients. Some of the gaming brands Brent has produced work for include: Dungeons & Dragons, D&D Dragonfire, Shadowrun, Battletech, Leviathans, Legend of the Five Rings (CCG and RPG), Doomtown: Reloaded CCG, 7th Sea Card Game, Metal Magic & Lore, The Vampire's Codex, as well as his own DragonVerses® line of art. Brent lives in southern mid-Illinois and is available for commissions. <https://brentchumley.com/>



CHRISTOPHER CLARK

I met Gary Cygax when I was 15 at one of their 'mini-Gen Cons' at the Horticultural center. He was running a miniatures game of Chainmail (the fantasy supplement) that I played in. We immediately hit it off., so much so that I started running

events at Gen Con the very next year. Gary and I saw each other at these conventions, and he always remembered me. He had Harold Johnson offer me a job at TSR in 1979, (which I refused, it was full time and I wanted to finish high school), and we stayed in touch over the years. After we started the Inner City Company, he always made sure that I got an invite to the "TSR Party" at Gen Con, and I got to know several of the crew that way.

When the 'TSR crash' hit in 1995-1996, and there was zero production of material for the 2nd Edi-

tion, I decided to start writing generic adventures that might fill that void, and I thought I would call Gary and see if he was interested in developing these adventures with me (for a paycheck). I don't know if Gary was desperate, or just liked me that much, but he agreed. He and I wrote "A Challenge of Arms" and "The Ritual of the Golden Eyes with Gary doing these as a 'work for hire' developer and writer (which is why I think perhaps he liked me, he could have gotten work anywhere) and we got to know one another and became fast friends. When he could find no investors to underwrite the Lejendary Adventure, he called me, asked if I would form a company with him, and Hekaforge Productions, a Limited Partnership, was born.

Then we REALLY started spending a lot of time together.

By the time 2006 rolled around, my ability to continue pushing the Lejendary line forward had about played its part so I suggested to Gary that we find an 'angel' and I approached the Troll Lords with the Lejendary License on Gary's behalf (at the GAMA trade show that year). Gary then cut his own deal with them; we ended HFP, and were good friends up until his death. He and I still wrote a few things together, but mostly along the lines of, "hey could you take a look and give me your \$0.02" rather than anything official. Most of the time we just traded e-mails every other day or so.

From the age of 15 until the day he passed from this Earth, Gary taught me a lot: about writing, design, humor, and frankly, life. I miss him, but carry those lessons with me to this day.



LEVI COMBS

Levi is the owner, creative head and writer at Planet X Games. He's been role-playing for over 30 years and is still just as enamored with it as he was when he was 13. In addition to the many titles he has authored at Planet X, Levi has written for Frog God Games, Necroman-

25

ARCAANA

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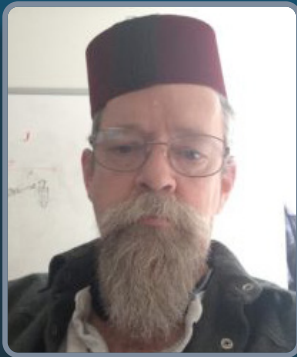
Actual In-game Screenshot

COME SEE THE FUTURE
OF TABLETOP GAMING!



GODS, DEMI-GODS, AND HEROES

cer Games and several other companies in the hobby. He loves grindhouse flicks, really crappy movies, old comics, horror mags and all things RPG. You can find him on Twitter at @PlanetXGamesCo and on Instagram at @it_came_from_beyond_planet_x.



DAVID "ZEB" COOK

David "Zeb" Cook joined the TSR design staff in 1979, as employee #24 and through the dint of persistence rose employee #2 or 3 (in seniority only) the time he left in 1994. In those years he designed such things as X1: The Isle of Dread

(with the late Tom Moldvay), the D&D Expert Set, Oriental Adventures, the AD&D 2nd Edition Rules, the Conan RPG, the Indiana Jones RPG, the Escape From New York boardgame (really!), the Planescape Campaign Setting, and what must have been the personal pinnacle of his career the Bullwinkle and Rocky Party Game. After leaving TSR, Zeb entered the world of videogames where he worked on a lot of things that never saw the light of day and a few that did such as Lords of the Realm III and the City of Villains MMO. He currently works as a Content Zone Lead on the successful and entertaining Elder Scrolls Online MMO.

In addition to RPGs and MMOs, he's a big fan of historical and not-so-historical miniatures, welding and laser cutters, bicycling, and good beer.

Elise Cretel (Virtual Guest)

Elise Cretel is an *Ennie* nominated writer for the DM's Guild and DriveThruRPG and the project lead of the *Through The Veil*, *Feywild* series, *Sea Shanties: A Bardic Guide*, and *Tartarus: Journey into the Underworld* (D&D5e). Elise has freelanced for *Wizards of the Coast* and is a contributing author of best sellers such as *Blackstaff's Tome of Wizardry*, *Incredible Creatures*, and *The Great Dale Campaign Guide*. She is published on *HitRecord* and a contributor to the Emmy-winning *Create Together* series.



MICHAEL CURTIS

Best known for his work with Goodman Games, Michael has written or contributed to more than 60 projects for the *Dungeon Crawl Classics* RPG line of games.

In addition to DCC, he's also worked on two of the wildest *Original*

Adventures Reincarnated books for *Dungeons & Dragons*—*Expedition to the Barrier Peaks* and *Castle Amber*—where he relished in the opportunity to let his freak flag fly.

Since the world ended in 2020, Michael has continued to work as lead writer and project developer for DCC *Lankhmar* in addition to projects as yet unannounced.

He is currently planning an exodus from his home in Suffolk County, NY, so be nice to him or he might move into your neighborhood.



DARLENE

"Our Lady of Gaming"

DARLENE started her career as a freelance artist in Lake Geneva when TSR was still in its formative years.

Along with interior illustrations for various game modules, DARLENE

contributed regularly to *The Dragon Magazine* creating graphics, illustrating articles, but is most remembered for the classic *The World of Greyhawk* gaming map. In 1982,

DARLENE created *JASMINE: The Battle for the Mid-Realm*® card game—the first Role-playing card game in history. A few signed and numbered copies from the original run are at this Con.

GODS, DEMI-GODS, AND HEROES



FLINT DILLE

Flint met Gary in 1982 and worked with TSR, Gary, Ernie and Luke in the early/mid '80's on the Sagard Books, the mysterious 'Sceptre of Seven Souls', Agent 13, Agents of Fortune, The Buck Rogers Strategy Game, novels and RPG, Line In The Sand, the Au-

dio Interactive series (6 or 7 discs), Terror T.R.A.X., Dragonstrike, WildSpace, the well intentioned but ill-fated Comics Modules and various and sundry other projects, many of which have long faded in memory.



JEFF EASLEY

Jeff graduated from Murray State University with a BFA in Painting. Working briefly as a freelancer, he joined TSR and then Wizards of the Coast from 1982 until 2003, which included the creation of a LOT of cover art with which many of us are familiar.

Some of Jeff's notable works include the cover art of the 1st Edition incarnations of the Monster Manual, Monster Manual II, Legends & Lore, Unearthed Arcana, Oriental Adventures, and the Dungeoneer's Survival Guide.

He's a winner of the E Gary Gygax Lifetime Achievement Award and has done art for Gary Con over the years including the iconic Gary Con Wizard.

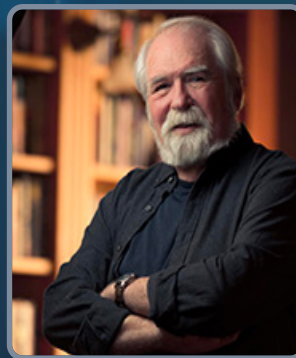
Jeff continues to do freelance work and you can also buy prints of his work (including the gorgeous, aforementioned cover art) over at his website: <https://jeffeasleyart.com/>



JAYSON ELLIOT

Jayson is the founder of Solarian Games and co-author of Top Secret: New World Order. He also founded Gygax Magazine and published it with the help of Luke Gygax, Ernie Gygax, and Tim Kask. A gamer since 1982, he found his way back to the tabletop

industry in 2010 when he hosted Roll For Initiative, the 1st Edition AD&D podcast.



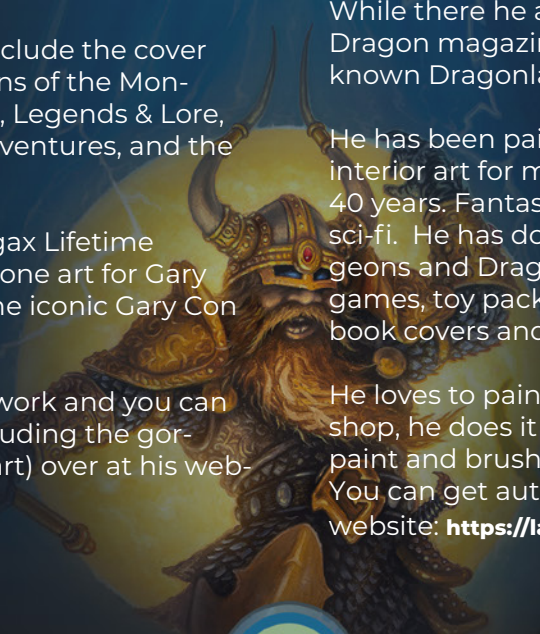
LARRY ELMORE

Artist and Illustrator, Larry Elmore received a BFA from Western Kentucky, got drafted and after 2 years in the service, became an illustrator at Fort Knox. He did some freelancing after that which includes work for Heavy Metal and National Lampoon.

In 1981 he went to work for TSR until 1987 where he set the standards for art in the RPG genre. While there he also created SnarfQuest Tales for Dragon magazine, but is best known for his well-known Dragonlance novel covers.

He has been painting and drawing cover art and interior art for many diverse publications for over 40 years. Fantasy art is my first love, along with sci-fi. He has done work for comic books, Dungeons and Dragons, many other role playing games, toy packaging, model box covers, many book covers and interior work.

He loves to paint and draw, but not with Photoshop, he does it the old fashioned way, pencils, pens, paint and brushes! "I LOVE ART!" Larry exclaims. You can get autographed prints Larry from his website: <https://larryelmore.com>



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MATT EVERHART

(Virtual Guest)

Matt Everhart, who also goes by “KC Rift”, has been playing Dungeons & Dragons (among many other role-playing games) since receiving the Red Box from his uncle back in 1983. Even then he was dreaming up new worlds and new adventures for

his characters and those of his friends to journey through. While his family, including his wife and four children, and his military career take priority, Matt is nevertheless constantly writing and creating RPG content in his free time. Matt published his first sourcebook, *The Deductionist*, for the Pathfinder 1st Edition RPG under Total Party Kill Games, LLC. Since then, he has been publishing several other source books and adventures including: *Winter’s Grim Tiding*, *The Shadow Boys of Telflamm for Forgotten Realms*, *Long Was the Night*, *Dance of the Pumpkin King*, and *The Trouble with Truffles*.

As a writer and contributor for Gaxx Worx, Matt is currently working with Luke on the *Oculus of Senrahbah* series and launching his new campaign setting “Strange & Grim” - a new dieselpunk setting compatible with *Dungeons & Dragons 5e*, using the *Everyday Hero* RPG engine by Evil Genius Games!



ALYSSA FADEN

Alyssa Faden has been a professional cartographer and GenCon panelist since 2012. She is best known for her incredible cityscapes and stunning details, often inviting viewers of her creations to see stories-within-stories for years after. Her clientele includes Monte

Cook Games, Kobold Press, Profantasy Software, Gygax Magazine, Golden Goblin Press, Troll Lord Games, and Frog God Games. Her style is unique

and self-taught, with influences from the lovely ink work from such greats as Jeff Laubenstein and Jeff Easley. She is a long time table-top RPG gamer with a passion for game mastering *Call of Cthulhu*.



MATT FORBECK

Matt Forbeck is an award-winning and New York Times-bestselling author and game designer with over thirty novels and countless games published to date, which have won dozens of honors. His recent work includes *Biomutant*, *Minecraft Dungeons: The Rise*

of the Arch-Illager, the new *Dungeons & Dragons: Endless Quest* books, the *Shotguns & Sorcery 5E* sourcebook, and the *Marvel Multiverse Role-Playing Game*. For more about him and his work, visit Forbeck.com.



ZACH GLAZAR

Zach Glazar is the Chief Operating Officer at Frog God Games, and he regularly moonlights at almost everyone else’s job, from game design, editing, and marketing to online store management and Kickstarter promotion.

Before joining Frog God Games, Zach was the founder and owner of Lesser Gnome, an OSR-focused game company. Two of Lesser Gnome’s releases, *Death and Taxes* (with Edwin Nagy) and *Whisper & Venom* (with John Hammerle), were nominated for a total of 4 ENnie Awards.

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GODS, DEMI-GODS, AND HEROES

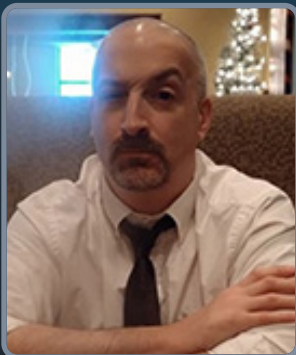


GOOBER

(Virtual Guest)

Goober is one of the lead designers for Everyday Heroes by Evil Genius Games. They have been obsessively homebrewing ever since they picked up their first Dungeons and Dragons books with 3rd edition's release, and later graduated from Worcester Polytechnic Institute with a degree in Interactive Media and Game Development. They began officially publishing their content on the DMs Guild soon after the release of 5th edition D&D. Their Companion System and Planar Bestiary were extremely well received, and their alternate Dramatic Chases system got them noticed by Evil Genius Games. Since then, they have been hard at work bringing Everyday Heroes and its cinematic adventures into existence.

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SKEETER GREEN

Skeeter Green has been in the freelance rpg publishing business for 20+ years. He was a developer, author, and editor for Frog God Games and Necromancer Games for 10 years, and now leads his own company, SGP (Skeeter Green Productions) going on 5 years.

SGP publishes fantasy rpg titles (including acclaimed Crypt of the SCIENCE-WIZARD and Cryptocodex) under the DCC/MCC, 5th edition, and Swords & Wizardry rulesets, and was the co-author of GaryCon XIV's Call of Cthulhu scenario, the Dread from Geneva Lake (life goal!). He has recently wrapped up the 'zine series The Valley Out of Time, a tribute to Frank Frazetta, dinosaurs, and stop motion monster movies.

He and Zach Glazar provide the Zach and Skeeter's Small Publishing Seminars at various conventions, and Skeeter is a founding member of the



ED GREENWOOD

Ed is Elminster. He was the original creator of the Forgotten Realms, writing about it in Dragon Magazine beginning in 1979. He's published over two hundred articles in Dragon Magazine and Polyhedron Newszine, is a lifetime charter member of the Role Playing

Game Association (RPGA) network, and has been Gen Con Game Fair guest of honor many times. Greenwood has written over thirty-five novels for TSR, and written, co-written, or contributed to over two hundred books and game products from other publishers.

Greenwood won "best player" at the 1984 Gen Con AD&D Open tournament and several Gamer's Choice Awards and Origins Awards for his game design. He was inducted into the Gamer's Choice Hall of Fame in 1992 and the Academy of Adventure Gaming's Hall of Fame in 2003. Order of Cramahe in 2017. He received the Port Hope Civic Awards Arts & Culture Award 2019.

Ed is active in the gaming and design community, and you can catch his efforts in Fate of the Norns, an Andrew Valkauskas published work.



JEFF GRUBB

Jeff Grubb is an author who writes novels, short stories, and comics and a computer and role-playing game designer in the fantasy genre. Grubb worked on the Dragonlance campaign setting under Tracy Hickman, and the Forgotten Realms setting with Ed

Professional adventurers always use Fat Dragon Games 3D-print minis and terrain on their quests.

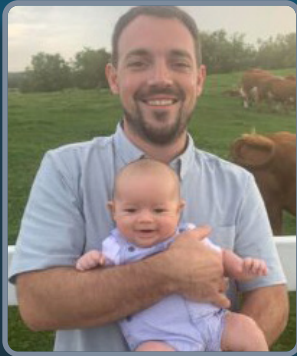


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Greenwood. His written works include The Finder's Stone Trilogy, the Spelljammer and Jakandor campaign settings, and contributions to Dragonlance and the computer game Guild Wars Nightfall (2006).



ALEX GYGAX

Alex is the youngest of Gary's six children. At the age of five he began his first roleplaying adventure during his father's work breaks. Before he was old enough to join Gary's Thursday night game group, he enjoyed hanging out under the table begging for snacks.

Eventually, he joined the group and was a playtester for much of Gary's Lejendary Adventure series.

Alex has attended Gen Con and many other conventions throughout his life. He enjoys playing board games, PC games, console games, RPGs, and card games of all kinds, including Magic the Gathering.



HEIDI GYGAX Garland

Heidi Gygax Garland grew up around the gaming industry as the third child of Mary Jo and E. Gary Gygax. From a young age, Heidi and her siblings worked concession stands at Horticultural Hall for Gen Con game conventions, and

later worked in the TSR booth. In her teens, Heidi began working summers at TSR, and later full time in the Gen Con department, at the Dungeon Hobby Shop, and Marketing until October, 1985. She introduced several of her high school friends to a life-long love of gaming, including her favorite teacher, now well-known author and game designer, Doug Niles.

After 30 years in Hawaii working in upper management for a large fine jewelry manufacturer and retailer, Heidi returned to Lake Geneva. She currently splits time between Lake Geneva, Wisconsin and Burkesville, Kentucky. Heidi and her newlywed husband Erik Garland have been collaborating on gaming adventures that will soon be released under GAXLAND (www.Gaxland.com). Heidi enjoys creating culinary delights for her new husband Erik and their girls, Amelie and Zoe Gygax, and spending time with their dogs Duncan and Thor, and cats Nikita and Mittens.



LUKE GYGAX

Luke Gygax is the son of Dungeons & Dragons co-creator Gary Gygax and Founder of Gary Con®. He literally grew up at the gaming table with the designers that built the foundation of the RPG industry many of whom come to Gary Con. He played the iconic

character Melf, aka Prince Brightflame, whose name has remained on spells from AD&D to today.

Luke has authored several role-playing game accessories over his lifetime including Legion of Gold, The Lost City of Gaxmoor, a Call of Cthulhu module set at Gary Con® and recently The Oculus of Senrahbah series in The City of Chentoufi in The Blighted Lands© of the World of Okkorim© fantasy setting. Luke is working on new 5e scenarios for the World of Okkorim© through his new company Gaxx Worx. Look for The Fate of Chentoufi© Kickstarter campaign coming soon. Find out more at gaxxworx.com. He is active in the Los Angeles gaming community, participating in streaming D&D games, interviews, and is the producer for The Gaxx Pack©, as well as host of Founders & Legends on Gary Con's Twitch ([Twitch.tv/GaryConLive](https://www.twitch.tv/GaryConLive)). Look for him as a Guest at fine TTRPG Game Conventions as he embraces being a civilian again after 33 years of service in the US Army.

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Allen Hammack

Best known for C2: Ghost Tower of Inverness, Allen Hammack has contributed to over 100 products as author, designer, editor, or developer.

He writes often on using myths and legends of the world in gam-

ing: three books on the subject, the Viking Gods boardgame, and was a chief editor of Dungeon Masters Guide and Deities & Demigods during the five years he served at TSR.

Hired by Gary Gygax, Allen was Manager of Designers during the “Golden Era” of TSR. Tracy Hickman called Allen “the man who taught me how to write.”



James Hunter

James Hunter is a full-time Inkslinger, a member of SFWA, and the bestselling author of Vigil Bound, Rogue Dungeon, Shadowcroft Academy, Bibliomancer, and the litRPG epic Viridian Gate Online! In addition to writing, James also runs Shadow Alley Press, a

publishing company that specializes in LitRRP, Gamelit, and Progression Fantasy.

James is a former Marine Corps Sergeant, combat veteran, and pirate hunter (seriously). He's also a member of The Royal Order of the Shellback—'cause that's totally a real thing. And a spaceship captain, can't forget that. Okay ... the last one probably isn't true. When not writing or spending time with family, James occasionally finds time to eat and sleep.

Find out more about James Hunter at www.ShadowAlleyPress.com or visit him at his site www.authorjamesahunter.com



Harold Johnson

Harold Johnson was born in Evanston, Illinois. Johnson attended Northwestern University and got his B.S. in Biology in 1977. Johnson played his first game of Dungeons & Dragons in 1976.

He was hired as an editor by TSR in 1978 and over the years he took on many different roles there.

Johnson was responsible for hiring many new game designers during his tenure with TSR, including Frank Mentzer, Jon Pickens, and Tracy Hickman. His co-creation of the concept for the Dragonlance line is among his credited roles in many projects.

Harold Johnson designed the modules The Hidden Shrine of Tamoachan (1980), and Secret of the Slavers Stockade (1981), and also wrote the IJAC1 Judge's Survival Pack, and IJ4 The Golden Goddess for the Indiana Jones role-playing game. He was part of the design team for several early Dragonlance modules and products. He also worked on other product lines, such as Forgotten Realms, Spelljammer, and Ravenloft, and worked as an editor and project coordinator on numerous D&D products throughout the 1980s and 1990s, and provided some design contributions early in the game's third edition.



Alex Kammer

Alex Kammer is a lawyer, a freelance adventure/game designer, and is the Director of Gamehole Con, the largest tabletop gaming convention in the upper Midwest. Alex has numerous published titles to his credit from an array of publishers. His deeply and profoundly

anticipated next book, The End of Everything, will be released from Frog God Games in 2023. His

GODS, DEMI-GODS, AND HEROES

other works include a series of platinum and mithral bestselling titles on the Dungeon Master's Guild, the most recent being, *Thay, Land of the Red Wizards*. Alex also is one of the owners of *True Dungeon*, the magnificent, life-sized, immersive, role-playing experience played in a walk-through dungeon environment. Finally, while Alex has not stolen anything recently, the wise play is to keep an eye on him. One cannot be too careful.



TIM KASK

Tim was the first employee at TSR, started and edited *Dragon* and *Little Wars* Magazines, edited all the supplements from *Blackmoor* on, contributed to 1st Edition AD&D, published and edited *Adventure Gaming Magazine*, helped start and edited *CYGAX Magazine*,

has written for several small 'zines, edited various games and manuscripts and was a founding partner and writer for *Eldritch Enterprises* and does a weekly video on YouTube called *The Curmudgeon in the Cellar*. He won the *Gygax Award* in 2017.

Tim is an avid gamer of all sorts, having started wargaming in 6th grade, and has worked on / written for various miniatures rules, board games and RPG's. This is evidenced by the wide-ranging nature of his videos.

When not gaming, he most enjoys spending time with his six great grandkids (as in children of my grandchildren), trying to teach them to be gamers. None of this would have been possible without the support of his wife of 51 years, Cheryl.



DAVID KENZER

David formed Kenzer & Company with six other stalwart RPG enthusiasts in 1993, later teaming up with Jolly Blackburn in 1996. He is responsible for publication of "*Knights of the Dinner Table*" (of which Jolly is editor in chief) as well lead designer of award winning RPG

games including *HackMaster*, *Aces and Eights*, the *Monty Python CCG*, and dozens of D&D products (*Kingdoms of Kalamar* fantasy campaign setting). David is also responsible for starting the retro-clone movement in 2001, with the release of *Hackmaster*.

David is the proud father and stepfather of four daughters and a stepson and stepdaughter, a loyal Chicago Cubs and Bears fan (*Bear Down!*) and is dedicated to traveling the world with his wife, Suzanne. He is best known at Gary Con for running numerous pick up sessions of *Hackmaster* and finding new inventive ways to achieve TPKS.



PAT KILBANE

Pat Kilbane was bitten by the roleplaying bug in 1979 with the *Holmes D&D Basic Set*. He is creator of the YouTube channel *Dorks of Yore*, host of the web series *RPG Science*, and director of *The Dreams in Gary's Basement*, a documentary about Gary

Cygax and the creation of *Dungeons & Dragons*.

Beginning his career as an actor, Pat spent three years as a series regular on Fox's *Mad TV* and guest starred in films such as *Evolution*, *Semi-Pro* and *Day of the Dead*.

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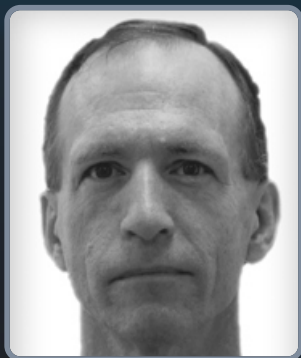


DOUG KOVACS

Doug Kovacs grew up in the northwest suburbs of Chicago, playing Dungeons and Dragons and other RPGs. He drew his way through High School, avoiding involvement in most things but art class, where he cultivated a love for all forms of painting and drawing. At 16 he

thought he invented cubism, but then realized he was wrong. In 1996 he received a BA from Columbia College Chicago, however over four years of school it was never mentioned that the internet and digital media might completely change the world. Then they did. Since then he has adjusted, and has worked on many projects including 3rd and 4th Edition D&D, collectable trading card illustration and concept art for miniatures games. Doug may be best known for having worked with Goodman Games in developing Dungeon Crawl Classics RPG.

Recently Doug has begun conjuring up a series of art/gaming books called the Hobonomicon, and he continues to produce images that he believes would never have come into existence without the application of his own personal gumption.



TERRY KUNTZ

Terry Kuntz was born on December 25, 1953. This Christmas miracle became involved in miniatures wargaming by the age of 15. He learned much from his brother Rob, who played miniatures and board games with his friend Gary Gygax. All three were

members of the Lake Geneva Tactical Studies Association.

In 1970 Terry, Rob, and Don Kaye joined Gary Gygax and his children Ernie and Elise for the second session of Gygax's new game (at that

time) Dungeons & Dragons. Inspired, Terry went on to create and conceive the monster known as the Beholder and the infamous Energy-draining Sword. In 1975 Terry began working at TSR designing rule sets, games, and even managed the Dungeon Hobby Shop.



DAVE 'DIESEL' LAFORCE

David S. LaForce is one of the first generation artist for Dungeons & Dragons. LaForce started his career in 1979 with TSR where he was initially hired in the shipping department. Catching the eye of David Sutherland, (head of TSR's art

department) who had him submit some sample drawings. Two of the three samples were bought and used for the Dungeon Master's Guide. LaForce was hired by the art department where he remained until 1998. One of his first assignments was "C1: The Hidden Shrine of Tamoachin." Many of his illustrations can be seen in the first Dungeons & Dragons manuals. LaForce's love of historical map cartography can be depicted in the designs he has created in Dragonlance, Birthright and Dark Sun.



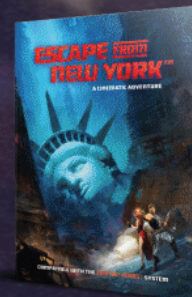
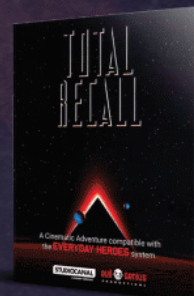
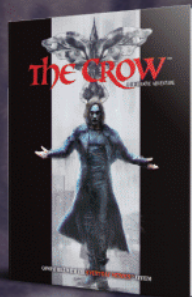
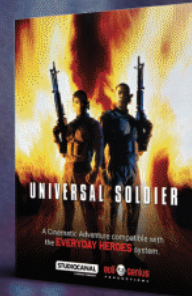
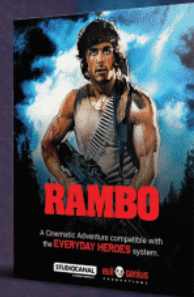
BRENDAN LALSALLE

Brendan LaSalle had the good fortune of being introduced to Dungeons and Dragons in 1977, an event which shaped his life forevermore. He graduated from Kennesaw State University in 1996, no mean feat considering how much he gamed

during both of his senior years. Brendan is best known as the creator of Xcrawl, first published in 2002 by Pandahead Games. Since then he has authored more than 25 adventures for Goodman Games, Fat Dragon Games, Troll Lord's Games, Legendsmiths, Savage Mojo, Pandahead Publish-

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ing, and Hand Made Games, and more, including the award-winning Age of Cthulhu: A Dream of Japan. Brendan is currently Director of Marketing for Goodman Games, and the chief of the Goodman Games road Crew. He lives in Kennesaw, GA, with his wife, dog, and two cats.



Ginny Loveday

I'm currently the Lead Editor at Steamforged Games and Social Media Coordinator and Community Committee for Baldman Games, plus the RPG Director for MomoCon (which is an amazing show in Atlanta that you should check out)...all of which sounds like a lot

because frankly, it is. For those of you who want to check out my work, the easiest way is going to be by heading over to the DMsGuild or DriveThruRPG where I have numerous bestselling titles available.

I've done a LOT of DMing at conventions and for various charity groups, leading to a vast knowledge of how to understand and engage a variety of players and keep things on track. I LOVE RUNNING D&D FOR NEW PLAYERS! Ever wanted to try D&D but know nothing about it? I'd love nothing more than to teach it to you and your friends, and show you first-hand why it's one of the fastest-growing hobbies in the world. Bring yourself and an open mind to the table - I'll do the rest.

I am queer and my tables are 100% trans, queer, LGBTQ+, and POC friendly. My NPCs will include people of color, queer folk, trans folk, elves with the Blessing of Corellon, same-sex married couples, and/or inclusion of a broad representation of the human experience.

My style is highly influenced by what my players want. I can craft a rich story full of depth and intrigue or I can run a traditional dungeon crawl full of combat and exploration while keeping things moving. While I may not be the best at character voices, I try to give life to all of my NPCs and create unique personalities for them allowing for as

much or as little roleplay as my players want. I also highly enjoy utilizing props (costumes, handouts, physical items) to enhance a game and make each experience truly unique.



ROSS MAKER

Ross Maker has been gaming for some sixty years and designing games for nearly all that time. He was a member of the Midwest Military Simulation Association (MMSA), a group of wargamers and friends based in St. Paul, MN, that included Dave Arneson, Mike Carr, David Megarry, Maj. David Wesley, and several others that would go on to design a number of popular wargames.

Ross played the original dwarf in Dave Arneson's Blackmoor campaign, a game that incorporated much of the Fantasy Supplement of Gary Gygax and Jeff Perren's Chainmail Medieval miniature wargame but innovated with concepts of role-playing individual characters, experience gains, levels, and most importantly the fantasy dungeon adventure.

In 1978 he was co-designer with David Wesley of Source of the Nile, which won two Charles S. Roberts Awards, two Strategist Club Awards, a Game Designers' Guild Select Award and was named to the Games Magazine 100.

Joe holds a BFA in acting from The Carnegie Mellon University School of Drama & is currently directing & producing the Official 50 Year History of Dungeons & Dragons documentary for eOne & Wizards of the Coast set



Joe Manganiello

Actor, producer, director, published author, & Emmy winning voice actor. Joe holds a BFA in acting from The Carnegie Mellon University School of Drama & is currently directing & producing the Official 50 Year History of Dungeons & Dragons

documentary for eOne & Wizards of the Coast set

GODS, DEMI-GODS, AND HEROES

for release in 2024. His star-studded D&D home game in his "dungeon" have been responsible for bringing a host of celebrities back to the game & have been the subject of numerous interviews & videos.

Manganiello is best known as an actor for his roles as the werewolf Alcide Herveaux on HBO's TRUE BLOOD, as Big Dick Richie in Steven Soderbergh's MAGIC MIKE & MAGIC MIKE XXL, as Pee Wee Herman's best friend in PEE WEE'S BIG HOLIDAY, as super-villain DEATHSTROKE in Zack Snyder's JUSTICE LEAGUE, & he currently stars as himself on the third season of the Apple comedy, MYTHIC QUEST.

He financed, produced, & directed the award-winning documentary LA BARE, & produced & starred in the films BOTTOM OF THE 9TH, SHOPLIFTERS OF THE WORLD, & ARCHENEMY.

Other roles include, SABOTAGE, THE SPINE OF NIGHT, SMURFS: THE LOST VILLAGE, Sam Raimi's SPIDER-MAN, ONE TREE HILL, WHAT TO EXPECT WHEN YOU'RE EXPECTING, ER, & HOW I MET YOUR MOTHER.

Aside from his film work, Manganiello works as a paid consultant for Dungeons & Dragons & is currently developing one of their properties for TV/streaming as a show-runner. He has travelled the world as an official ambassador for D&D & has written content for their adventure modules. In 2020, he worked with Hasbro as a game designer helping to relaunch the classic board-game, HERO QUEST.

His D&D character, Arkhan the Cruel, is best known for shaking things up on the web series CRITICAL ROLE, but also appears in the video game IDLE CHAMPIONS, & as well as in D&D canon along with several other characters created by Manganiello.

He is CEO & creative director for his line of heavy-metal/fantasy-inspired streetwear called DEATH SAVES, & also serves on the board at UPMC Children's Hospital of Pittsburgh.



MIKE MEARLS

Mike Mearls has spent over 20 years as a game designer, working primarily on tabletop RPGs. He led the creation of 5th edition D&D and played a critical role in the development of 4th edition.

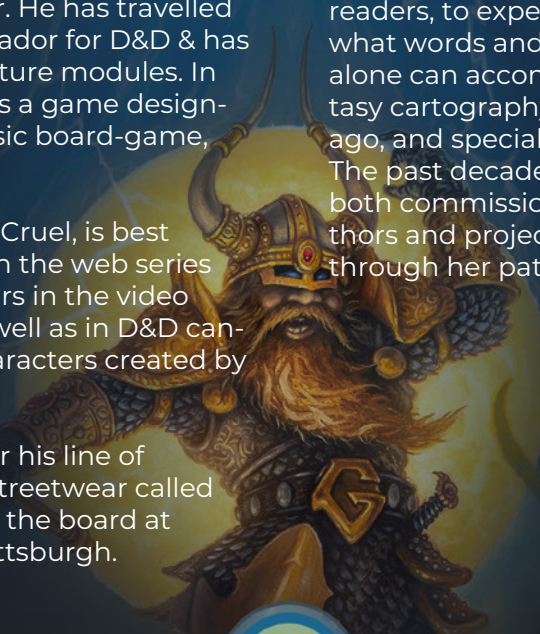
Aside from D&D, he designed the Iron Heroes RPG and worked on a variety of other games, including Unknown Armies, Feng Shui, and Hunter: the Reckoning. His board game work includes Castle Ravenloft, Betrayal at Baldur's Gate, Axis & Allies & Zombies, and Dungeon Mayhem.



ANNA B. MEYER

Anna B. Meyer is a professional Fantasy Cartographer specializing in visualizing fantasy worlds using the latest digital tools and an artistic eye. Her goal is to create a vision of your world in the form of maps and images that inspires and guides you and your players, or

readers, to experience your world in ways beyond what words and traditional fantasy maps alone can accomplish. She started pursuing fantasy cartography as a hobby over twenty years ago, and specializes in large area setting maps. The past decade she has worked full time on both commissioned work for publishers and authors and projects for the Greyhawk community through her Patreon.



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JASON CHARLES MILLER

Jason Charles Miller is a critically acclaimed and highly accomplished singer/songwriter. His music has been featured on such TV shows as True Blood, The NFL Today, The Deadliest Catch and Critical Role. Jason has written songs with Billy

Ray Cyrus, Rickey Medlocke [Lynyrd Skynyrd], Charlie Starr [Blackberry Smoke], Ben Moody [Evanescence], Paul Anka and has been awarded 3 gold records. As a voice actor he has appeared in over 100 cartoons, anime and video games. Jason co-hosts Bardic Inspiration, a live songwriting show for Codename Games, hosts the Geek & Sundry RPG show Starter Kit, and is the DM of The Gaxx Pack on GaryCon Live! He is also widely recognized as the founder of the rock band Godhead.



ROGER E. MOORE

Roger E. Moore was added to the ranks of TSR, Inc., by Kim Mohan, of blessed memory, in May 1983. From the staff of Dragon Magazine, he wrote articles, novels, short stories, and edited magazines and game products for 17.5 years. His greatest accom-

plishment was the co-creation of the Giant Space Hamster with Jeff Grubb for the Spelljammer campaign. He currently lives with his wife Diana and 13 cats in upstate South Carolina, tinkering with new materials for the venerable Greyhawk campaign. He wishes you and yours the very best



MIKE MORNARD

Michael first became involved in wargaming back in early 1972. A friend of his in Boy Scouts invited him to join a tabletop battle game at Don Kaye's house. That Saturday they played Chainmail on Gary Gygax's original sand table that had been moved

from 330 Center St. into Don's garage. Sometime in late 1972, while outside of Don Kaye's garage, one of the other players, Rob Kuntz, mentioned that Gary Gygax had a new game called Greyhawk and invited him to a game.

During his college days Michael was a member of the University of Minneapolis Conflict Simulation Association. The faculty advisor for this club was none other than Professor Phil Barker. The good professor had long been developing his Far-East/Far-Future world of Tekumel and its languages. Michael introduced Prof. Barker to D&D and eventually to Gary Gygax in 1974. This would ultimately result in TSR's publication of Tekumel as a D&D world.



DOUGLAS NILES

Douglas Niles discovered Dungeons & Dragons in 1979, when he was a high school teacher in Clinton WI and happened to have Heidi Gygax (Gary's daughter) in his class. She gave him a copy of the D&D Basic Set on a Wednesday and he began DMing his first cam-

campaign the very next weekend. In 1982 he joined the TSR game design staff in Lake Geneva, and began a long and prolific career designing role-playing products and boardgames, and writing novels.

Niles has designed dozens of RPG adventures for all levels of D&D and AD&D players, as well

GODS, DEMI-GODS, AND HEROES

as several game systems, and multiple strategic boardgames on military topics. He is perhaps best known as a writer of adventure fantasy, and has written more than 40 novels in the genre, including the first Forgotten Realms novel and eighteen books in the Dragonlance line. He is currently working on a major alternate history novel set during the Cuban Missile Crisis.

A lifelong cheesehead and Green Bay Packers fan, Niles currently lives in Madison WI with his wife of 45 years, Christine.



EROL OTUS

Erol Otus is an artist and game designer, best known for his work in the Dungeons & Dragons fantasy role playing game. He was a member of TSR's art department from 1979 to 1981.

After TSR, Otus worked on computer games at several studios including MicroProse, Hasbro, and Toys For Bob/Activision; notable titles include Star Control 2 and the Skylanders franchise.

He lives in Berkeley, CA, and continues to create artwork for RPGs.



CHAD PARISH

Chad Parish has been an avid fan of tabletop RPGs since the age of nine when in 1980 he blackmailed his older sister into letting him play a session of Dungeons and Dragons with her friends. Since then he has played nearly every genre of RPG. His love

for RPGs eventually led him to co-founding the Dead Games Society (DGS) - an eclectic group of RPG enthusiasts who play and promote games and game editions no longer in print - which now boasts an international membership count of

over five thousand dedicated old school gamers. Following up on the success of the DGS, he then co-hosted the group's own gaming podcast, The Dead Games Society Podcast as well as co-hosting on the podcasts Roll For Initiative and Game School. In 2017 he helped write, Top Secret: New World Order (TS:NWo), along with also writing the TS:NWo mission scenarios, The White Queen and The Drop.



JON PICKENS

Jon Pickens was born in Mishawaka, Indiana. In 1968, he was introduced to miniatures wargaming, and his parents bought him the Blitzkrieg wargame for Christmas that year. A couple of months later, Pickens responded to an ad in Popular Mechanics for a

magazine titled Strategy & Tactics. He wrote in for a sample copy, and "spent the rest of the summer mowing lawns to get enough money to buy some wargames advertised in the magazine, and to get all the back issues." The publishers did not carry back issues, "So I wrote a letter to this collector, whose name was Gary Cygax, and arranged to buy the back issues from him. Gary invited me to attend a gaming convention in Madison. By a coincidence, my father had a speaking engagement in Delavan, which is near Lake Geneva, on the same weekend, so he took me up." Pickens and Gary Cygax drove up to Madison, and Cygax later invited him to the Gen Con convention; Pickens attended beginning with Gen Con 3 and for many years after that.

Jon Pickens has worked on many game products for the Dungeons & Dragons game since 1978, as an editor, designer, coordinator, and creative director. Some of his works as a game designer include the original Arms & Equipment Guide, and design contributions to the third edition Player's Handbook, Monster Manual, and Dungeon Masters Guide. He has edited many Dungeons & Dragons books, including notably the Castle Greyhawk module, and the Rules Cyclopedia.

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STEFAN POKORNY

Stefan Pokorny is a fine artist and former art teacher who began running 1st edition D&D games around the tender age of 14 years old. In 1996, he founded Dwarven Forge, a miniatures terrain company that started slowly, but would

go on to run hugely successful Kickstarter campaigns. He has run his “Theatrical D&D games at various conventions, including Gary Con, Game-Hole Con, ConnetiCon, and others.

He has been featured in several documentaries: *The Dungeons & Dragons Experience* by Jesse Spiro and *Enter the Dungeon* by Richard DiNardo. In 2016 he was the subject of Josh Bishop’s documentary film, *The Dwarvenaut*. You can also find him as the subject of articles in *Forbes*, *New York Magazine*, *NY Daily News*, *The Brooklyn Paper*, *The Brooklyn Ink*, and *DNA-Info New York*.

He is the original creator behind the fantasy world of *Mythras* and the *City of Valoria* and contributed to the module *Tapestry of Deceit* for the *Mythras* setting. He’s also published a book of cartographic maps and dungeons. He currently is hoping to publish a *Mythras Campaign Sourcebook*.



STEPHEN RADNEY-MACFARLAND

Currently the Lead Game Designer for GRIPNR LLC Stephen is a lifelong RPG enthusiast. He began working on tabletop roleplaying games professionally in 2000, when he became the RPGA editorial assistant at Wiz-

ards of the Coast, working on *Polyhedron* magazine and *Living Greyhawk Journal*. Over the years, he’s administered the *Living Greyhawk* campaign, aided in the development of the D&D 3.5 Edition

rules, was a developer for D&D 4th Edition and *Star Wars Saga Edition*, taught numerous game design classes in the Seattle area, painted miniatures professionally, and contributed to the *Pathfinder RPG Advanced Player’s Guide* and *Ultimate Magic* as a freelance designer. He joined the Paizo team in 2010, where he was the senior designer for the *Pathfinder Roleplaying Game*, managing and contributing to a stack of *Pathfinder First Edition* core books, *Pathfinder Flip-Mats*, the *Starfinder Roleplaying game*, and *Pathfinder Second Edition*. Over the years, his design has won numerous awards, done work for a chunk of companies in the space, brought fun to countless gamers, and spearheaded many innovations in tabletop roleplaying. Now he is working on getting the pleasure of tabletop roleplaying games to Web3 through the 5e-based OGL campaign, *The Glimmering*. In his dwindling free time, he works on his own tabletop RPG, *Delve Roleplaying*.



MERLE RASMUSSEN

Merle Rasmussen and Jolly Blackburn have joined forces to create the first “gonzo modern” role-playing game, *HackNoia TM : The Game of Conspiracy Theories, the Supernatural, and Espionage*. *HackNoia TM* is to be published by *Solarian*

Games and is licensed by *Kenzer & Company*.

Rasmussen’s *Planetarium* by *Frog God Games* is an upcoming collection of 20 evergreen, system neutral, scientific settings (with *Adventure Hooks* and *Campaign Seeds*) for use with science fantasy or science fiction role-playing games. The first seven titles released are *CRYBIOTIC MOON TITAN*, *PYROBIOTIC MOON EL DORADO*, *DWARF PLANET DIVOT*, *THERMOSYNTHETIC CAROUSEL*, *RADIOSYNTHETIC GEIGER*, *ICE PLANET RASMUSSEN*, and *TIDALLY LOCKED PLANET UTOPIA*.

Merle and Jared Nielsen have teamed up to create *Pixen Intrigue*, a future adventure in the *Pixen Epics* line of *AdventureHexes*. Merle has written

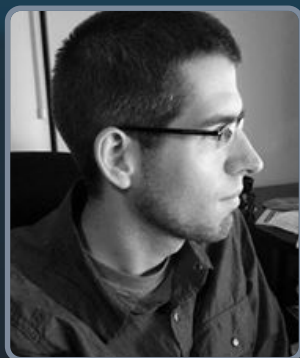
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over one hundred 1,000-word building descriptions for Montkelian, a medieval urban setting to be brought to you by World of Game Design.

Merle was recently interviewed on camera by Pastor Derek White. His interview was filmed for a Canadian documentary regarding the Satanic Panic of the 1980's.

Five photos courtesy of Merle and Jackie Rasmussen, Merle's wife, appear in Game Wizards: The Epic Battle for Dungeons and Dragons a history by Jon Peterson. Merle's name is mentioned three times and TOP SECRET is mentioned four times.

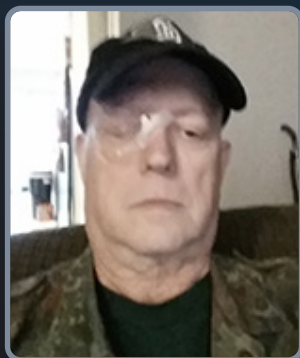
Merle's "Schematic Diagram of Game Plan," from a draft of Top Secret (c. 1977). appears in The Elusive Shift: How Role-Playing Games Forged Their Identity by Jon Peterson. Merle is also credited with introducing fame and fortune points into role-playing games.



Ben Reese

Ben Reese, son of Mike Reese creator of Tractics, grew up in the gaming world. Playing and running war games and RPGs for over 25 years now, he is experienced in a variety of systems and genres. As a martial arts teacher and proud father of 2, Reese is excited to

help the next generation of gamers experience the fun, community, and stories that gaming can bring.



Mike Reese

Mike Reese, born 1948, Harvard, IL; Graduated HHS 1966; BSA NIU 1971

Mil Svc: US Army, Troop F, 2/2 ACR 1971-1974, Resident Madison, WI 1974-1976; Resident Detroit area, 1977- present, Employer: U.S. Army,

TACOM, Warren MI 1977-2005; Retired Feb 2005, Gamed with Gary 1966-1971; GM 1968-Present. TRACTICS 1971; FAST RULES 1971; author FIRE IN KOREA (THW); LITTLE WARS (TSR); THE COURIER; AFV-G2; Editor IABSM!, NUTS!, TW&T, Arc of Fire



Lester Smith

Best known for the Dragon Dice game and Dark Conspiracy role-playing game, Lester Smith began his game design career in 1985. Since then, he has written or contributed to more game products than he can remember, on project lines from D&D to Star Wars, collect-

ing five Origins Awards, a ZigZag Junior Editors' award, and a Games 100 Best along the way.

Since his "retirement," Les has published a few dozen other titles as Lester Smith Games, 16 of them DriveThruRPG and DriveThruCards Best Sellers, including the D13, D6xD6, and Bookmark HP RPGs. He also served two terms as President of the Wisconsin Fellowship of Poets, gained a few poetry awards, and published an irreverent novel in sonnets, The Pastime Machine: A Literary Turducken.

Les currently lives in rural Nebraska, five miles from blacktop in every direction, with his spouse, second daughter, 4 Chihuahua's, 6 Chihuahua mixes, 1 MinPin, 1 black Lab, and a white cat the family literally glued back together.

He keeps a blog with contact info, specialty items, and some freebies at lestersmith.com.

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Alexander Stangroom

T. Alexander Stangroom is the Chief Operations Officer at Kobold Press, where he toils in the warrens overseeing everything from convention attendance to recruitment to coordinated kazoo fanfares. When he's not herding kobolds,

Alexander is a tabletop roleplaying Dungeon Master, player, designer, and writer whose publication credits include *Wizards of the Coast*. Alexander splits his time between the United Kingdom and Seattle, and is waiting patiently for a magical cure for jet lag. He would like you to know that his scales are naturally shiny, thank you very much. You can find him on Twitter at @TA_Stangroom



ED STARK

Ed Stark has been working as a game designer for more than thirty years in both the tabletop and computer industries. Ed started his career at West End Games where he worked as the Paranoia Line Editor, lead designer for ShatterZone and MasterBook, and a designer

for many TORG and Star Wars projects. He also wrote a few novels and several short stories while at WEG. At TSR/Wizards of the Coast, Ed worked in the D&D Worlds group as a lead designer, focusing primarily on the Birthright RPG line but also contributing to Planescape and Ravenloft designs. Ed became the Creative Director for *Dungeons & Dragons* before the launch of Third Edition and continued in that role through D&D 3.5. Ed moved into the computer game industry as the Lead Writer for Red 5 Studios and, later, Vigil/THQ, working on *FireFall* and then *Warhammer 40k Online*. Currently, Ed is a Zone Lead at ZeniMax Online Studios, where he's been working on *Elder Scrolls Online* for more than 10 years. Ed enjoys all sorts of games, from RPGs to board games and



TODD STASHWICK

Todd Stashwick is an actor, writer, improviser, TTRPG player and Dungeon Master, who hails from Chicago Ill. An alumnus of the Second City comedy theatre, he's known for his television roles as Dale on the *Riches*, Dracula on Super-

natural, Dr. Drakken on the Live action *Kim Possible* film and most recently Deacon on the Syfy channel series *12 Monkeys*. He's also done other roles that don't start with the letter D. He's written comics, pilots, screenplays and video games. Most recently he co-wrote the game *Forspoken* for Square Enix, and is co-writing the *Marvel/Skydance New Media Black Panther/Captain America* game. Todd also kickstarted and published, with his friend "Trader Brandon" Kleyla, a Fantasy TTRPG themed Tiki Cocktail book called *Mystic Libations: Critical Cocktails for the Thirsty Adventurer* available on Todd's geeky merch website thenerdscircus.com. He lives and games in LA with his wife, two children and way too many pets.



STEPHEN SULLIVAN

(Virtual Guest)

Stephen D. Sullivan is the award-winning author of more than sixty books. But before he turned to writing novels, he worked on *DUNGEONS & DRAGONS Basic & Expert*, *TOP SECRET*, and countless other TSR products. He

also helped found *Pacesetter*, creators of *CHILL*, *WABBIT WAMPAGE*, and more. He still dabbles in game creation -- *DR. CUSHING'S CHAMBER OF HORRORS* RPG supplement being his latest -- and comics, while writing new novels and stories.

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Visit Steve & his work at: www.sdsullivan.com

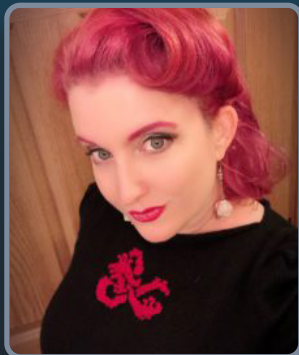


JEFF TALANIAN

Jeffrey Talanian, publisher for North Wind Adventures, started gaming in 1981, playing Dungeons & Dragons using the Holmes Basic version of the game. From 2005 to 2008, Jeff had the opportunity to develop several Castle Zagyg projects under the guidance of his

friend and mentor, E. Gary Gygax (R.I.P.).

Since 2008, Jeff's focus has been on the game he authored, the award-nominated HYPERBOREA, a role-playing game of swords, sorcery, and weird science-fantasy. For more information, please visit www.hyperborea.tv.



ELISA TEAGUE

A 20 year veteran in the Tabletop Games Industry, Elisa Teague has worked on well over 100 published card and board games including Geek Out!, Betrayal at House on the Hill, and Kingdom Hearts Talisman, written for various RPGs including Dungeons &

Dragons, Wardlings, Kids on Bikes, and more, and is now the Senior Producer of Roleplaying Games at Renegade Game Studios, where she is writing and producing roleplaying books for the Power Rangers, G.I. Joe, and Transformers RPGs as well as Vampire: the Masquerade and the World of Darkness line.

Known for social intrigue, deep mystery plots, and puzzles in her writing, she wrote the chapter on how to use puzzles in your game for D&D's Tasha's Cauldron of Everything and has designed puzzle events and ARGs for some of the largest companies and events in the world. Both a 30 year RPG player and pro Game Master and author, she lives

and breathes all things games.

Sigfried Trent (Virtual Guest)

Sig is Lead Game Designer for Evil Genius Games and co-author of the Everyday Heroes RPG. He is the lead designer for Escape from New York, Kong: Skull Island, and Highlander Cinematic Adventures. Sig is also known for his Advanced Feats series with Kobold Press and the venerable Netbook of Feats. He also has a number of travel and gaming blogs, a small Youtube channel and a Twitch streaming channel. Sig lives with his lovely wife on the coast of Washington State where he walks the beaches and dreams of new game mechanics.



TOM TULLIS

Leading the nation in the consumption of both Coke Zero and cows, Tom Tullis hails from Ohio, where the natural terrain was so excruciatingly dull the young artist vowed to one day design and print his own.

Tom founded Fat Dragon Games in 2005 and has led the industry in print-and-play terrain and miniatures for over 16 years. He is also the creator of the groundbreaking web series Tomb of 3D Printed Horrors, which teaches newcomers the finer points of creating their own 3D printed terrain and miniatures.

Tom is a member of the rumored secret society known as Cow-Con, whose members are a savage pack of carnivores who meet in secret to eat medium-rare steaks to ward off the wrath of the Elder Gods. He currently resides in the uncharted territories of Ohio where he plots his evil machinations for world domination.

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Charles Urbach

Charles Urbach is an award-winning writer and colored pencil illustrator with 30 years experience in design, publishing, and illustration. His hand drawn Prismacolor pencil artwork pushes the boundaries of what's possible with

colored pencil, resulting in drawn artwork that has the visual depth and sophistication of traditional paintings. Like a traveler on a journey, his work ventures into varied territories, not resting for long in any single genre or subject matter. As a result, his art is recognized for its diversity and dynamic visuals that appeal to many different audiences and age groups.

Charles' published work includes hundreds of illustrations for tabletop gaming, book covers for authors including Timothy Zahn, cover/marketing art for international conventions including the Gary Con XI "Pirate Queen" artwork, Origins Game Fair, GameHole Con, and graphic design/concept work for the corporate world. Projects have included miniatures designs for Wizkids' Heroclix, illustrations for "Magic: The Gathering," "Star Wars," "Legend of the Five Rings," "Das Schwarze Auge," "7th Sea: City of Five Sails," "Doomtown," "Infinite City," "Lord of the Rings," "The Call of Cthulhu TCG," "A Game of Thrones CCG" and artwork for many other games and properties. Clients have included Wizards of the Coast, Fantasy Flight Games, NECA, Sony Online, Alderac Entertainment Group, AT&T and many other game publishers and independent clients. Among his accomplishments, he's won multiple Association of Science Fiction and Fantasy Artists (ASFA) Chesley Awards and his work has won convention awards at Gen Con, Dragon Con, Origins Game Fair, PhilCon, and many other events around the U.S. Charles is a frequent Guest of Honor, panelist, and teacher at conventions and gaming tournaments throughout North America and Europe.

In addition to his published work, Charles' per-

sonal artwork is published through his in-house studio and is available via conventions and art exhibits throughout the country. Contact information and galleries of his work are available on his retail site, www.charlesurbach.com and on his personal Facebook page, <https://www.facebook.com/charles.urbach>



Andrew Valkauskas

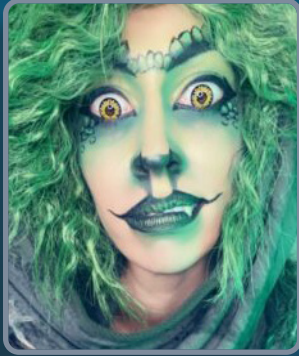
Andrew Valkauskas is a Viking, father, husband, author, game designer and publisher. His current project is a collaboration with Ed Greenwood on a city-centric RPG called "Ath-Cliath", scheduled to be released in early 2023. Andrew's

latest published work, "Children of Eriu" is an RPG set in the Celtic lands and myths. Previously he researched, translated and wrote the critically acclaimed Norse mythology book "The Illuminated Edda", a modern retelling of the classic Prose and Poetic Eddas. Andrew was also one of the authors behind "Creatures from Fairy-Tale and Myth", a book exploring the most iconic creatures from various European fairy tales. He is the lead game designer and author of the acclaimed rune-based role-playing game "Fate of the Norns: Ragnarok" (celebrating 30 years in 2023!) as well as the fast-paced card game "Gulveig".

Andrew will be hosting panels and running games throughout the weekend – sign up for some Viking mayhem!

Andrew's 14th Kickstarter will be the "Chronicle of Kings" boardgame, where you play a lineage of Viking nobles seeking the most renown after generations of conflict and drama.

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VIVID VIVKA

Vivid Vivka is a humanoid-adjacent creature named Vivka, who has very bright vivid hair. She is an award winning cos-player and costumer, an avid LARPer/role player, and has been dabbling in the D&D world for nearly a decade. She was Ghost on Sirens of the

Realms, created many memorable characters for one-shots and charity streams, and currently plays Snax the Kobold Barbarian on The Gaxx Pack. Vivka has worked with D&D to help bring the official NPC "The Black Viper" to life, creating the costume and playing her at official events. She has also helped in bringing The Black Viper to the video game Idle Champions, where she is a playable character. She is always bringing new characters to life on her TikTok. Vivka also has a small ancient chihuahua named Tesla, whom she claims is a "perfect sentient burrito".



JIM WAMPLER

Jim Wampler is the main guy to blame at Mudpuppy Games, the writer and creator of Mutant Crawl Classics RPG for Goodman Games, and the author of the Marvin the Mage comic strip. Sometimes, Jolly Blackburn even lets him play around with the Knights of the

Dinner Table characters on covers. Jim has written adventures for DCC, MCC, and Metamorphosis Alpha, and is the publisher of SCIENTIFIC BARBARIAN magazine. He also co-hosts the Save For Half podcast with some far-more-talented folks.



JAMES M WARD

I'm a happily married family man of fifty years with the kindest wife in the world, three grown, charming sons and six amazing grandchildren. I had twenty plus years working at TSR and rising in the ranks starting off as the Inventory Controller and ending up as Vice

President of Production.

I'm a famous game designer with credits like the first science fiction rpg in METAMORPHOSIS ALPHA and the first apocalyptic rpg in GAMMA WORLD. I have many other game credits and have designed games in all seven types of game formats. I'm most proud of the Troll Lord products of THE STORYTELLER'S THESARAUS and the STARSHIP WARDEN.

Both of these were best sellers. Speaking of best sellers I'm also a novelist with best selling books to my credit: Vatican Gold, Pools of Darkness, and King's Commission to name a new.

At seventy I still love to work every day on various game projects. I plan on continuing that work ethic until the lord says game over and takes me to a new game.



MARGARET WEIS

Margaret Weis discovered heroic fantasy fiction while studying at the University of Missouri where she earned a degree in Creative Writing and Literature.

She worked for TSR for many years, where she helped create and co-author with Tracy Hickman the best-selling series "Dragonlance Chronicles" and "Dragonlance Legends".

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Weis is the author/co-author of many other best-selling series, including the Deathgate novels. Weis lives in Wisconsin with four dogs: Dixie, Tike,

Joey the Thug, and Clancy the Hooligan. Weis and her dogs enjoy competing in flyball tournaments with their team, the Barkbarians.



DAVID WESELY

David Wesely is a war gamer, game designer and video game developer. He has been credited with the idea of the role-playing game by Dave Arneson.

Wesely earned a BS in Physics at Hamline University and a MS in High-Energy Physics at the University of Kansas. Wesely joined the Army Reserves and served in active duty in the army, returning to reserve duty in 1977 and rising to the rank of major.

In 1976 TSR published Valley Forge, a set of miniature war gaming rules. Wesely's board game "Source of the Nile" was published by Discovery Games and later by Avalon Hill.

Wesely worked for Coleco, porting games from arcade to home console, such as Spy Hunter and Zaxxon.

He's been a regular con-goer at Gen Con and Origins since 1995, speaking there at seminars.



TOM WHAM

Tom Wham is best known for creating whimsical board games that feature his unique artwork. However, his first design credit is actually a miniatures war-game called "Ironclad", with Don Lowry, in 1973.

Tom worked for Guidon Games when Gary Gygax asked him to run the auction at Gen Con IV. A few years later, in 1977, Tom came to work at TSR, Inc. Tom held many positions with TSR over the years, from general office support, to manager of the Dungeon Hobby Shop. He contributed to many projects, including artwork for the AD&D Monster Manual, and published several games in Dragon magazine.

His game design credits include: Snit Smashing, Snit's Revenge, Awful Green Things from Outer Space, Kings & Things, Dragon Lairds with James M. Ward (a game much enjoyed by Gary, Ernie, and Luke Gygax), and most recently, Feudality.

Tom Wham served honorably in the United States Navy for 4 years. He is a Vietnam War veteran that served aboard a communications vessel in the Gulf of Tonkin. After many years as an informational technology specialist at the Lake Geneva Library, he retired in 2003. Tom continues to design games today.



PENNY WILLIAMS

A long time ago, in the mythical land of Ohio, a nerdy young woman named Penny played role-playing games and dreamed of working for the company that made them.

She helped out at conventions and made many friends, both famous and not. Eventually her dream came true, with an offer to work for TSR, Inc. as their Games Questions Expert. So she lived the dream for several years at TSR, where she became a Marvel superhero and head of the RPGA Network, among other achievements. Eventually she moved on to New Infinities Productions, Inc., and then to Wizards of the Coast, where she continued to work on Marvel games, as well as D&D, Star Wars, D20 Modern, and many more.

During her tenure at these companies, she found

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her primary joy as an editor, and was honored to work alongside the legendary Kim Mohan at all three companies, and the one and only Gary Gygax at two of them. In addition, she occasionally co-authored adventures and short stories with the love of her life, Skip Williams.

After they moved back to Wisconsin, she pursued her other passion—teaching high school science. Of course, she still games, attends game conventions, edits RPG material, and shares her love of gaming with new generations by serving as Game Club advisor at her school. Say hello to Penny and her favorite playtesters—the kids from the Adams-Friendship High School Game Club—if you see them.



SKIP WILLIAMS

Skip Williams is a Wisconsin native who hails from Lake Geneva, also the birthplace of the D&D game. As a kid in school, Skip rubbed elbows with many of the people who developed and influenced the original Dungeons & Dragons game, especially Gary Gygax.

After college, Skip did a stint with TSR, Inc. organizing the Gen Con Game Fair. After leaving TSR to become a freelancer, Skip eventually came to pen the Sage Advice column for Dragon magazine. For more than 15 years, Skip applied his unique wit and wisdom to help DMs and players navigate that difficult frontier where the game rules meet the game table.

After a few years on his own, Skip rejoined TSR to work on the RPGA Network and Polyhedron newsine. During his time in the RPGA, Skip undertook some freelance assignments for TSR design department and eventually left the network to become a full-time designer/editor working mainly on TSR's D&D line, but also Planescape, Greyhawk, Ravenloft, and Dragonlance. Skip was part of the team that designed the Dragonlance 5th age card game.

When Wizards of the Coast purchased TSR, Skip briefly moved to Seattle to work on the D&D 3rd edition game. While in Seattle Skip also helped create a new version of the Chainmail miniatures game, worked to transition the Forgotten Realms and Greyhawk lines to the (then) new D&D rules.

Skip has since returned to Wisconsin, where he and his wife, Penny, own a century-old farmhouse and a few surrounding acres. These days, Skip works on some short fiction (publishing several short stories through Daw books), undertakes the occasional commission from small game publishers, serves as co-director of events for Gary Con (held each year in Lake Geneva, and tries to rescue his acreage from the encroaching weeds. Now and then, he finds time to play a game or two or paint some gaming miniatures. A few of Skip's minis will be available for sale at the auction on Saturday.



STEVE WINTER

After nun introduced him to the works of J. R. R. Tolkien in high school, Steve had two years of Catholic college before he transferred to Iowa State University at Ames.

In 1978, while attending college, Winter worked part-time at a department store which carried a few wargames in its small games department. He began playing with the wargame The Russian Campaign by Avalon Hill; The Russian Campaign intrigued him, so he bought Tobruk, which was the game that changed his life.

One day, he was proofreading the classified ad column, and came across an ad for the Iowa State Gamers. He went to their next meeting, and was introduced to the D&D game... From then on, he played all day every Saturday, but never was one of those 5-hour-a-day, 7-day-a-week gamers. The newspaper took up most of his time, and he had his heart set on becoming a journalist.

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Winter began with TSR in May 1981 as a Games Editor as the editor of both Star Frontiers boxed games, the Gangbusters games, the 1983 World of Greyhawk revision, and the Top Secret Companion. Winter was promoted to Manager of Game Editors in 1984, and continued working on many different projects in addition to his management duties, including editing half of the book Oriental Adventures. Jeff Grubb and Winter designed the Marvel Super Heroes RPG. He has worked on many game products for the Dungeons & Dragons game since 1981, as a designer, editor, coordinator, and creative director. Some of his works as a game designer include Ruins of Adventure, The Complete Psionics Handbook, the 3rd edition version of Monster Manual II, and Lords of Madness. Winter co-wrote the Dragonlance novel Wanderlust with Mary Kirchoff.



Michael Witwer

Michael Witwer is a New York Times bestselling author known for his work on the Hugo-nominated Dungeons & Dragons: Art & Arcana, the critically acclaimed Empire of Imagination: Gary Gygax and the Birth of Dungeons & Dragons, and the bestselling Heroes' Feast: The Official Dungeons & Dragons Cookbook.





GARYCON XV ~ EVENT MAP

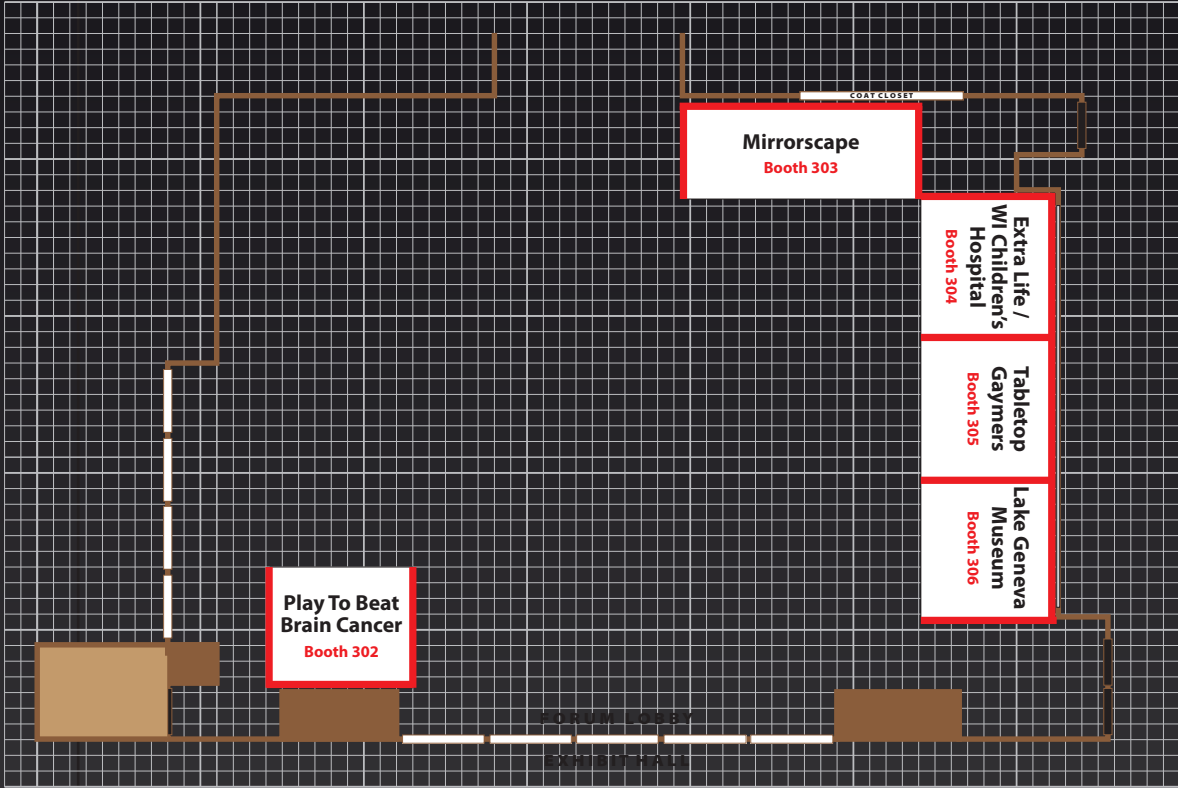


Cartography by Alyssa Faden
Gary Con is a trademark of Good Open Productions, LLC.

Forum Exhibit Hall

Gary Con Booth Booth 183	AAW Games Booth 182	Bewitched Parlor Booth 181	Sleeping Giant Booth 180	Arkenforge Booth 179	West End Hobby Knights Booth 178	Swordfish Islands Booth 177	Wizard Tower Booth 176	Studio Moonfall Booth 175	Todd Rahnestock Booths 173-174	Dice Mugs by Reiki Magick Booth 172	Autograph Table Booth 171	Larry Elmore Booth 210	
Troll Lord Games Booths 106-107	Inner City Games Booth 108	Norse Foundry Booths 120-121	Dragons Den 3D Prints Booth 122	Natasha Embroidery Booth 123	Hammered Game Tables Booths 134-135	Monster Fight Club Booths 136-137	Chimera Hobby Shop Booths 147-149	World of Game Design Booths 150-152	Goey Cube Booth 163	Art by David Lee Pancake Booth 164	Splattered Ink Games Booth 208	Ed Brickford Booth 209	
Frog God Games Booths 104-105	Efnicool Miniatures Booth 110	Pendelhaven Games Booths 118-119	Die Cast Games Booths 124-125	Dungeon Artist Booth 133	DB3D.IO Booth 138	Dice & Pencil Booth 146	Weird Works Booth 160	Griffin & Garigyle Booth 161	Dragon Ink Dice Booth 162	Weezard Dice Booth 166	Devil Dog Studios Booth 167	Doug Kovacs Booth 206	
Savage Creations Booths 111-112	Kira's Magick Needle Booth 117	Limitless Adventures Booth 126	Hammered Game Tables Booths 134-135	Art Invicta: Art of Charles Uphach Booths 139-140	Smugglers Coffee Booth 145	Pick Up & Go Games Booths 153-154	Black Oak Workshop Booths 158-159	Griffin & Garigyle Booth 161	Archimedes Azure Creations Booth 165	The Quill and Forge Booth 168	Chris Ameson Booth 204		
Goodman Games Booths 101-103	WizKids Booth 113	Black Blade Publishing Booths 115-116	Misty Mountain Gaming Booths 127-128	Custom Processing Unlimited Booth 131	Noble Knight Booths 135-136	Art & Masks by Lisa Sell Booths 141-142	Badger Games Booths 145-146	TPK Games Booths 155-156	Kenzer and Company Booth 157	The Crafty Gamer Booths 169-170	Diesel Booth 203		
Trick or Treat Studios Booth 114											Jeff Butler Booth 202	Jeff Eastley Booth 201	

GARYCON XV ~ EXHIBIT HALL MAP



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