

Necronomicon



2017

There are two ways to be a science fiction and fantasy fan in Florida.

1.



Read about the exciting fan activities *other* people are doing.

2.



Start doing exciting things yourself, and meet new friends "in the flesh" with OASFis!

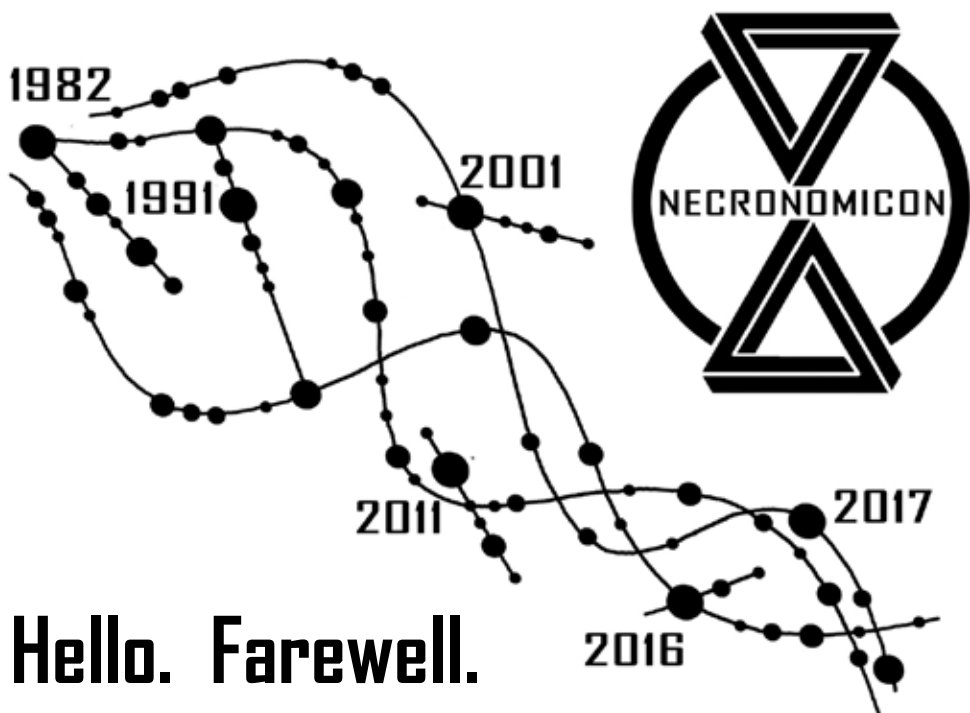


We're OASFis - the Orlando Area Science Fiction Society. We enjoy and promote science fiction, fantasy, horror, books, movies, TV series, costuming, gaming - every part of the most imaginative hobby in existence. Of all the conventions in Central Florida, only our **OASIS conventions** are operated *by* fans, *for* fans, and not for profit...bringing affordable fun that speaks to *your* interests. Bring your unique fan interests to life and share them with Florida's fan community. We work with other fan organizations to bring our mutual passions to life. Visit our monthly meetings...and help shape fandom's future by joining OASFis. Individual and family memberships are available. If you're tired of just sitting, you're welcome at OASFis...no bones about it!



Besides monthly meetings and our OASIS conventions, read about our special events and activities on our web site! Members can contribute articles, reviews and original fiction to our magazine Event Horizon. We want to hear from you!

OASFis: The Orlando Area Science Fiction Society
See us at our table in the Dealer's Room!
www.oasfis.org



Hello. Farewell.

I can't tell any more. I'm not sure who is seeing this, I need to tell you this, even if you don't believe it. Time is just an illusion we have here on Earth that one moment follows another one, like beads on a string, and that once a moment is gone, it is gone forever. I've become unstuck in time, and I can see that all the Necronomicons, past, present and future, always have existed and always will. There are things you should know since you are here at this moment (from your point of view), so I will tell you.

Herein you will find descriptions of the places and events taken from the TimeStream of Necronomicon. I'm never sure when I am, so I appologize for the chaotic style.

Across the long years of Necronomicon, things have changed back and forth. One thing that is constant is that the convention is run by fans, for fans. All proceeds either go to the charity or back into the next convention. This is a labor of love for all those involved in its continuation.

And so it goes...

I am at the first NecromiCon, where the Costume Contest occurs around the pool, and the Bronze Dragons' swordfights ring in the air.

Timeless Rules

1. No Smoking - The hotel, State of Florida, and Necronomicon have instituted a no smoking policy. This includes e-cigs. The only places where con members may smoke are on designated smoking floors and outside.
 2. Weapons - No real weapons, bladed weapons, or simulated weapons that can shoot a projectile are allowed. Also, if it looks like a real gun, it's not allowed. The only exception is for pre-approved Masquerade participants. All hall costume weapons and props must be approved by a member of Necronomicon staff. If you have a weapon with your hall costume, you are NOT allowed to carry it in your hands; it MUST remain in the holster/sheath or similar.
 3. Harassment - Harassment is any behavior that intentionally annoys or alarms another person. This includes any unwanted physical contact, following someone around, rude, suggestive, or insulting comments, or otherwise infringing on their personal liberties or space. This activity will not be tolerated at Necronomicon. Remember that if you approach someone and they tell you "no" or to leave them alone, your business with them is done. *If you do not leave them alone as they have requested, your actions may be grounds for a complaint of harassment.
- *If you feel that you are being harassed, report the matter immediately to convention staff or security.
4. Badges - ID badges must be worn prominently on the front of clothing and above the waist at all times. Anyone without a badge will be refused access. If you lose your badge, you must buy a new membership to get another one, or you will be sacrificed to the Elder Gods.
 5. Behavior and costumes must adhere to Hillsborough County decency laws.
 6. Quiet time, except for the first floor, is 10 pm to 10 am. For the comfort and convenience of all hotel guests, during these hours you are required to keep noise to a minimum on all sleeping floors.

7. Disorderly Conduct - No running in the hotel, yelling, fighting, or damaging of hotel and/or convention property will be tolerated. Drunken or disorderly conduct in Necronomicon function space will result in the member being escorted to his or her room or removed from the hotel.
8. Alcohol shall not be dispensed in public or function areas of the hotel except by authorized hotel staff.
9. Signs - Signs may not be posted except on convention bulletin boards. No signs may be posted in the elevators, on the walls, or on room doors. Bulletin boards and thumbtacks are available at the registration desk. Damage to the hotel jeopardizes our ability to hold future conventions. To ensure that there will be another Necronomicon, please report any acts of vandalism to the hotel or convention staff.



Artist Guest Of Honor Ken Mitroney

Who Is Ken “Mitch” Mitroney? Most of what made you laugh, smile or hang on to your seat during Pixar Studios’ *Toy Story 2* is because of Ken Mitroney’s work as senior story artist. Without Ken’s influence, Jessie the yodeling cowgirl would have been a nonspeaking cactus. Ken gave a face - not to mention a body, weapons, initial voice, and personality - to Evil Emperor Zurg, the nemesis of Buzz Lightyear.



Ken was part of the team that earned Warner Bros. Studios its first Emmy, for the notorious *Tiny Toons* episode *The Anvil Chorus*. He storyboarded the most popular episodes of Disney’s *Timon and Pumba* series and co-wrote the *Beauty and the Wildebeest* episode. He also has boarded or done layouts for *Back to the Future*, *Animaniacs*, *I.M. Weasel*, *Cow and Chicken*, *Fern Gully 2*, and *The Pink Panther* among many other shows.

From his own studio, Last Laff, Ken produced and codirected a holiday special, *Coots & Critter: Santa’s Magic Book*. Also at Last Laff, he earned a reputation for providing excellent freelance work to major studios as well as to the three primary American comic book publishers.

Ken was also at the first Necronomicon and was a great friend of the convention for many years. Veterans of the old days may remember character sketches he did or have attended his Pajama Party reading of *Tuttle The Shuttle*. We are thrilled to have him back with us!

Author Guest Of Honor Shanna Swendson

Shanna Swendson earned a journalism degree from the University of Texas and used to work in public relations but decided it was more fun to make up the people she wrote about, so now she's a full-time novelist. She's the author of *Rebel Mechanics* and the popular adult romantic-fantasy series *Enchanted, Inc.* She lives in Irving, Texas, with several hardy houseplants and too many books to fit on the shelves. Visit her web site at www.shannaswendson.com



Fellow Travelers

Necronomicon is put on with the help of a lot of wonderful guests. Please welcome these people and enjoy their participation in the panels and events of the weekend.

Richard Lee Byers, Dr. Marianne Caldwell, Kevin Coryell, Sarah Jo Coryell, Cosplay Michael, Monique Desir, Nick DiChario, Tanja Diederich, Lucienne Diver, Robert Dixon, Ivy Doll, Robert Dodrill, Brian Downes, Dr. Allan Dyen-Shapiro, Christina Farley, Daisy Farnum, Glenda C. Finkelstein, Tony Finkelstein, Hal Greenberg, Chris Harben, William Hatfield, Clinton David Hawley, Kat Heckenbach, MCA Hogarth, Mitch Hyman, Elle E. Ire, Jose Iriarte, Aria Kane, Pamela Labud, Will Ludwigsen, Craig MacDougal, Thomas Macheski, Jamie Marchant, Jeff Mitchell, Dr. Kendall F. Morris, Kendall D.W. Morris, Nana The Red, K.L. Napier, Dr. Charles Paxton, Poetic Steam Hippie, G.W. Pomichter, E. Rose Sabin, Juan Sanmiguel, Kenneth Shannon, Rubey Shea, Andrew F. Smith, Brandy Stark, Joshua Strnad, John S. Tumlin, Dr Philip van Beynen, Rick Wilber, John Wilkerson, Ed Wysocki, and the inscrutable Timothy Zahn.

Space Based Coordinates

DEALER NODE

Vendors from across the HyperNet have gathered in our exclusive access Dealer Node. Fully rendered versions of all products are available for your examination and purchase. And if you purchase an item here, you can take the 3D model of it with you for the rest of the con. After jacking out, you will find your product waiting at your meatspace location, delivered by special courier. The Dealer Node will be active on Friday from 12:00 till 19:00; Saturday from 10:00 till 18:00 and Sunday from 10:00 to 15:00. Users are warned not to try to copy & paste any items, as they are protected with trace programs.

THE GREAT GAMES

We must be ever-vigilant to catch subversives and traitors in our midst. Though they are no match for the keen intellects of the PopulationUnits of the Science Fiction State, we cannot underestimate the wily cunning of the Mundanes. To foil their counterrevolutionary plots, we must hone our skills in strategy, tactics, combat, espionage, disguise, hacking, stealth, and politics. On the first floor of the convention, you will find the General Aggression Manipulation Exercise (G.A.M.E.) Room, where comprehensive training scenarios prepare future Overwatch members for foreign and domestic covert activities. Please see the schedule posted to determine where to report for hypno-training.

R&R: MESS HALL

While most refugees from the zombie apocalypse have arrived with some supplies, there are probably not enough to go around. Those crazy SOBs running the Con Suite have sent out scavenger teams to recover chips, soda, and other snackable-type items. With a zeal and determination that would do credit to a Ranger team, they have brought back enough to keep hunger at bay. MREs supplied by the government will be available if the convoy makes it through from Miami. The Con Suite is on the 2nd floor and is (usually) open 24 hours. You may be called upon to help with sniper duty from this high vantage point.



ART SHOW EXPOSED!

In one section of this den of half-truths and fabrications, you will find an area that appears simple and straightforward. It's the Art Show, located in Royal Palm 4 and open Friday 12-7, Saturday 10-6 and Sunday 10-3. It's a room filled with amazing examples of the creative talents of dozens of people. But behind the paint and canvas lies a subtle pattern to the works. Examined individually, there is nothing wrong with each. However, taken as a whole, the colors, patterns and geometry of the works, (some 3D) combine to cause a zombie-like state in the observer. Luckily, the Stone Hill World Domination League has made a major mistake in this project. When people purchase artwork, the pattern and effect are weakened. Our best defense is thus to purchase several pieces each. Eventually, enough will be removed to render this visual display impotent.

Time Based Coordinates

IGOR PARTY

Dave, are you there? (Yes, Hal, and will you please stop calling me Dave.) There will be a failure of the soda fountain's CO2 module at approximately 10pm on Friday in the Con Suite. Since this is the projected start of the Ygor Party, I feel that the best course of action is to replace the unit before we have a disruptive mob to contend with. (Hal, disruptive mobs are normal for the Ygor Party. We'll have hunchbacks with abnormal brains running around the Con Suite. Plus, we will also have the Ghormet Bheer Thasting, which excites them into a frenzy. We'll check out the soda fountain.) Thank you, Dave. Without the soda fountain there is a 96.4% chance of catastrophic mission failure. (Hal, add in the parameter of free beer tasting to the masses.) Calculations now show only a 4.7% chance of failure.





TRIPPING THE LIGHT-YEAR FANTASTIC!

The joint was jumping when I stepped through the portal to the Royal Palm Ballroom. Gravity was kept at 1.0 g for the event, and they were going with a Retro style that was making a comeback. Sentients from around the galaxy were mixing it up and trying to dance to Terran music. It wasn't always successful, but the couple from Mongo were trying to help a Lensman get his mojo going and they were all laughing. The chrono on the edge of my vision said 2130, so the shindig was going pretty well for just starting. I straightened my cummerbund and put the electro-fleen on automatic. The intel on this bash said they would pick a King and Queen later on. Well, yours truly was going to be get one of those crowns or my name wasn't (*continued on page 72*)

Marvelous Masqueraders Flaunt Their Attire

Whether you are an adventurer off to the mines of Boskone or a madboy releasing his latest monster to show them all!, it's important to dress your best. To aid in that endeavor, we will be presenting a showcase of the grandest fashions from across the Empire and neighboring dimensions. Those wishing to participate should sign up at Convention Registration before 5pm Saturday. Those wishing to witness the spectacle should be in the Royal Palm Ballroom on Saturday night. Seating begins at 7:30pm and the pageant will start promptly at 8pm.

I am in 1996, when the crowd almost exceeds the capacity of the hotel, and no goats were sacrificed.

Hyperbolic Hall Costume Contest!

“The new century society will no doubt have deviants, but they will be mostly harmless...” While seeming to be one with the Masquerade, the Hall Costume Contest is a different sort of exhibition. In this, we reward those citizens who can stomach being in something other than the standard minimono jumpsuits that all society wears. These brave pioneers will be wearing costumes for hours at a time! We will have trained judges/ psychotherapists awarding ribbons and treating trauma in the crowds. Remember these safety tips if you see someone dressed “differently.” Remain calm; do not scream, run away, or blindly lash out. If they speak to you, maintain eye contact and say something like, “That’s a very nice costume.” They will be pleased and continue on their way without incident.

SECTION HI-IQ: TRIVIA CONTESTS

Since only the best and the brightest can make it on the Mars Colony, even our janitors have multiple PhDs, so the competition will be brutal at this year’s Contests.

- First up will be Movie One-Liners on Friday at 10pm in Royal Palm 2. Just show up and you can compete or read lines to the panels. Beads and candy will be awarded for random reasons.
- The Trivia Inquisition will be the one that can crack the braincase of the toughest egghead. Sign up at Registration for this team event held Saturday at 2pm in Royal Palm 1. Valuable prizes *will* be awarded.
- The final challenge will be Saturday evening at 10pm for Fannish Name that Tune. Just show up in the King Palm Room and be ready to say “Oh, oh! I almost know that one...”

Of Kids & Canines

I’ll be the first to admit that I may have a, um, somewhat darker side. But hey, grave robbing is just a hobby, I can stop anytime I like. In order to balance my karma to some extent, I like to do charity work. The fine fiends at Necronomicon do too, that’s why they have helped others for two decades now. Kids & Canines is a group that has at-risk students help train assistance dogs for the handicapped. Necronomicon helps raise money for this worthwhile cause. This year, the Fiendish Flea Market of items at the Ice-Scream Social on Sunday will benefit them as well. So come lend a hand! I plan to give them three.

THE THIRD ANNUAL CTHULHU MEMORIAL ICE CREAM SOCIAL

The Third Annual? *The Third?!?* We've been doing this for over 3 decades now! And come to think of it, why "Memorial" now that the Big Squid is about to come back? Who's the subhuman troglodyte who decided on this name? Why, our Atlantean sorcerer Klarkash-Ton (demonolater, time traveler, 300-ring bowler, and valued member of the convention committee) would turn him inside out with a snap of his fingers if he didn't always fixate on wolfing down the tasty ice cream. But I digress. Near the close of the weekend, on Sunday at 2pm, we invite any survivors to convene in Panel Room 1 for the Yard Sale and tasty treats. What will Nyarlathotep do for a Klondike Bar? The answer may surprise you!



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SPECIAL EVENTS

Cthulhu Academy of Arts & Science Fiction

The life of a person across the span of time is but a long thread of moments. The highlights of our childhood are at the core of the adult thread and peek through occasionally. Throughout the day on Saturday, the Cthulhu Academy has crafts for Kids of all ages. Various events will be taking place in Royal Palm 2 over the course of Saturday. These include "Build A Rocket," a perennial favorite. Other projects will be found listed in one form of media or another.

Necronomicon's Got Talent

Throughout these haunted halls wander many a damned soul. And while these spirits are cursed to relive their Convention experiences again and again, we can certainly use them for our entertainment. A coven of Staff will summon these spirits to show us their talents on Friday night at 7:30 in Royal Palm 3. They might sing, they may dance, or perhaps it will be projectile ectoplasming. Whatever can evoke the applause of the audience. Thus, the ghosts will be appeased, and they will be less likely to drag us to another dimension. (*Unless THAT was their act in the first place.*)

CREATURE FEATURE FILM CHALLENGE

Two Films Enter; One Film Leaves! Well, perhaps not quite like that. Amateur filmmakers from across Florida have sent in submissions to the competition. Be in Royal Palm 3 on Friday night at 9pm to view these short masterpieces. Who knows, perhaps the next Sam Raimi or James Gunn will present here. Join the fun and bring your ponchos because it's going to be a bloodbath!

Ye Olde Photo Booth

A traveling wizard and his apprentices will be visiting us on Saturday, setting up in Room V of thy Royal Palm. There, for a small fee, he will use his magic to capture your image in his magic box. He specializes in those who wish to show off their colorful garb, though any are welcome. This wizard is obviously aligned Lawful Good as he is donating the fee you pay to our charity, Kids and Canines.

SCHEDULE OF EVENTS & PANELS

FRIDAY

2:00 PM

King Palm

Awesome Anti-Heroes [H:] Doll [P:] Napier, Farnum, Hatfield, Heckenbach, Coryell

Royal Palm 2

Creating Alien Cultures [H:] DiChario [P:] Hogarth, Wilber, G.Finkelstein, Downes

3:00 PM

King Palm

How to Find Your Voice [H:] Swendson [P:] Wilber, Kane, Napier, Iriarte, Diver

Royal Palm 2

Real Monsters and Vicious Animals [H:] Sears [P:] Macheski, Doll, Byers, Desir

4:00 PM

King Palm

Story Craft: Are You Overthinking the Story? [H:] Wilkerson [P:] Ire, Ludwigsen, Hatfield, DiCharioKane

Royal Palm 1

Meet Shanna and Ken Autographing [P:] Swendson, Mitchrone

Royal Palm 2

World Building: Gods & Religions [H:] Sabin [P:] Downes, Wilber, Byers, Hogarth, Marchant

Royal Palm 3

Star Wars: Everything You Want to Know about Thrawn [P:] Zahn

5:00 PM

King Palm

Road Runner, Wile E. Coyote & the Heisenberg Uncertainty Principle [H:] Farnum [P:] Wysocki, Dyen-Shapiro, Smith

Royal Palm 1

How to Know When You Need an Agent [H:] Ire [P:] Kane, Diver, Labud

Royal Palm 2

What to Do with the Editor's Comments [H:] Sears [P:] Heckenbach, Macheski, Iriarte, Strnad,

Royal Palm 3

Whitewashing in Hollywood [H:] Pomichter [P:] Zielinski, Desir, Quevedo-Lorenz, Tumlin, Shea

5:30 PM

Hallway

Photo Op with Dr. Paul Bearer (bring your phone or camera) Dr. Paul Bearer

6:30 PM

Royal Palm 3

Opening Ceremonies [H:] A. Morris

Beyond the bounds of the TimeStream, the shouts of
IGOR / YGOR ring out. Decide already!

7:00 PM

King Palm

Dialog: "Don't mess this up," he said. [H:] Pomichter

[P:] Hatfield, Wilkerson, Desir, Labud

Royal Palm 1

Anime Timeline 1970-1985 [P:] Dmuchowski

Royal Palm 2

Tips for Fan Fiction Writers [H:] K. Coryell

[P:] S. Coryell, Hicks, Downes, Sandusky

7:30 PM

Royal Palm 3

Necronomicon's Got Talent [MC:] Dr. Paul Bearer

[P:] T. Zielinski, Faber, Callen, Dryer

8:00 PM

King Palm

The Role of Research [H:] Finkelstein

[P:] Shannon, Wysocki, Desir, Labud, S. Coryell

Royal Palm 1

How Your Favorite Anime Should Have Ended

[P:] Dmuchowski

Royal Palm 2

Drawing from Mythology [H:] Sandusky

[P:] Macheski, Stark, Sabin, Farnum, Strnad, Tumlin

9:00 PM

King Palm

Dishing on the New Doctor [H:] Farnum

[P:] Sanmiguel, Doll, Sears, Pomichter

Royal Palm 2

Debbie's Trivia Quiz [H:] Hicks

Royal Palm 3

Monster Film Challenge Festival

10:00 PM

Con Suite

YGOR party! IGOR party!

King Palm

Pajama Party with Ken and Beth [H:] Weilenman

Royal Palm 2

Movie One-liners [H:] Bruns



I am standing in front of an open elevator and I am perplexed.
Why is there an autographed toilet in there?

SATURDAY

10:00 AM

King Palm

Royal Palm 1

Royal Palm 2

Royal Palm 3

Space Station Update [P:] Mitchell

Time Travel Tales: How to Do Them Right [H:] Pomichter
[P:] Wilber, Ire, Ludwigsen, Desir, Heckenbach, Sabin

Cthulhu Academy: Weeping Angels [P:] Elaine Polk

Guest of Honor Q&A [H:] Weilenman

[P:] Mitchrone, Swendson

11:00 AM

Hallway

King Palm

Royal Palm 1

Royal Palm 2

Royal Palm 3

Autographing [P:] Mitchrone, Zahn, Swendson

How Can We Keep Space Colonists Healthy?

[H:] MacDougal [P:] K. Morris, K.D. Morris, Sandusky, Mitchell

Steampunk & Time Travel Cosplay

[P:] Jones, A. Morris, Stubkjaer, Weilenman

Cthulhu Academy: Rocket Building [H:] Faber

Writing in Collaboration with Game Creators

[H:] Macheski [P:] Byers, Greenberg, Shannon

12:00 PM

King Palm

Royal Palm 1

Royal Palm 2

Royal Palm 3

People Who Teach the People Who Treat You [H:]

MacDougal [P:] K. Morris, K.D. Morris, Sandusky, Dyen-Shapiro

Being Funny is Serious Business [H:] Wilkerson

[P:] Byers, Ludwigsen, Mitchrone, Strnad, DiChario

Cthulhu Academy: Singalong [H:] Bruns

Bubba the Redneck Werewolf Showing

1:00 PM

Con Suite

King Palm

Royal Palm 1

Royal Palm 2

Royal Palm 3

Tea Dueling [H:] Hawley

Climate, Climate Shift, Climate Change & Weather

[H:] Sears [P:] Caldwell, Dyen-Shapiro, Paxton

Book Group with Shanna Swendsen: Rebel Mechanics

[H:] H. Dryer [P:] Swendson

Cthulhu Academy: Astronomy Projects [H:] Diederich

2:00 PM

King Palm

Royal Palm 1

Royal Palm 3

Worst Day Tampa Bay [H:] Stubkjaer van Beynan

[P:] van Beynan, Caldwell, Paxton, Dyen-Shapiro

Trivia Inquisition [P:] Jones, Zahn, Bruns, Dryer

Bubba Q&A [H:] Hyman

2:30 PM

Royal Palm 2

Cthulhu Academy: Zumba Fitness + Halloween Cosplay

[H:] Desir

3:00 PM

King Palm

Physics in Film and Television [H:] Diederich

[P:] Wysocki, MacDougal, Napier, Smith

In many years, for the best of reasons, a Florida Panther stalks
the halls. It's only mauls a tribble and a book.

- Royal Palm 2 **Cthulhu Academy: Yarn Octopus** (crafting)
[H:] Auten, Almack
- Royal Palm 3 **Terrible Toys, Snooze** Film
- 4:00 PM**
- King Palm **From Science Fiction to Science Fact** [H:] Diederich
[P:] Wysocki, K.F. Morris, Smith, Sandusky, Dyen-Shapiro
- Royal Palm 1 **Cosplay is for Everybody** [H:] Bruns [P:] Nana the Red, Poetic
Steam Hippie, A. Morris, Doll, Cosplay Michael
- Royal Palm 2 **Cthulhu Academy: Origami Bookmarks** (crafting)
[H:] Zielinski
- Royal Palm 3 **Filmmaking in Florida** [H:] G. Finkelstein
[P:] T. Finkelstein, Downes, Hyman, Pomichter, Dodrill
- 5:00 PM**
- King Palm **Commercial Space Companies: Their Products & Plans**
[P:] Mitchell
- Royal Palm 1 **Getting out of the Medieval Fantasy Rut**
[P:] Hogarth, Swendson, Byers, Iriarte, Diver
- Royal Palm 2 **Cthulhu Academy: Ghost Story** [H:] Bruns
- Royal Palm 3 **Superwomen without Super Powers** [H:] Zielinski
[P:] Farley, Doll, Shannon, G. Finkelstein, Hatfield
- 6:00 PM**
- Majestic Palm **Anime Timeline 1985-2000** [H:] Wilkerson
[P:] Dmuchowski, Harms
- King Palm **Turning Tropes Upside Down** [H:] Kane
[P:] Ludwigsen, Strnad, Farley, Mitchrone, DiChario
- 7:00 PM**
- Outside **Cthulhu Academy: Stargazing with Tanja** [P:] Diederich
- ... Dinner Break ...**
- 7:30 PM**
- Royal Palm 3 **Costume Contest Seating Begins**
- 8:00 PM**
- Royal Palm **Costume Contest A. Morris** [P:] J.Morris, K.D. Morris,
Ballroom Wilber, Weilenman, Doll, Macheski (Judges)
- 9:00 PM**
- King Palm **Last Fan Out (game)** [H:] Bruns
- 9:30 PM**
- Royal Palm **NecronomiProm-Prom** [P:] Stubkjaer, Serdinski
Ballroom
- 10:00 PM**
- King Palm **Fannish Name That Tune** [H:] Harben
- 11:00 PM**
- King Palm **Slash Fiction** [H:] Hicks

In 1988, a new Author named Tim is a Guest. His faith in
Fandom is renewed and life-long friendships are made.

SUNDAY

10:00 AM

King Palm

Care and Feeding of Your Creative Process [H:] Zielinski
[P:] Diver, Stark, Iriarte, Mitchrone, Shea

Royal Palm 1

Cosplay on a Budget [H:] Stubbjaer [P:] Nana the Red,
Weilenman, Doll, Strnad, Jones

Royal Palm 2

Obligatory Star Wars Panel [H:] Hicks [P:] Zahn, Swendson,
Downes, Farnum, Macheski

Royal Palm 3

Game of Phones [H:] H. Dryer

11:00 AM

King Palm

Ask a Ghost Hunter [H:] Stark

Royal Palm 1

Writing Workshop [H:] Sabin [P:] Dixon, Ire

Royal Palm 2

Magic Systems That Won't Break Your Story [H:] Coryell
[P:] Swendson, Byers, Marchant, Greenberg, Desir

12:00 PM

King Palm

The Influence of The Last Unicorn [P:] Dmuchowski, Harms

Royal Palm 2

Everything You Wanted to Know about Pirates
[H:] Weilenman

Royal Palm 3

Characters with Disabilities [H:] A. Morris
[P:] Hatfield, Wilber, G. Finkelstein

1:00 PM

King Palm

Writing Kids Right [H:] Sears
[P:] Iriarte, Heckenbach, Desir, Shea

Royal Palm 1

What's Your Geeky Guilty Pleasure? [H:] Napier
[P:] Swendson, Mitchrone, Byers,

1:00 PM

Royal Palm 2

How to Interact with Fans & Fellow Professionals [H:]
Doll [P:] Stark, Hogarth, Strnad, Poetic Steam Hippie, Kane

2:00 PM

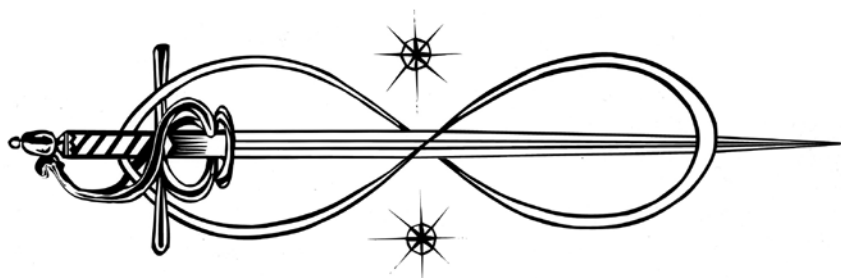
Royal Palm 3

Charity Auction and Eye Scream Social [H:] Hicks, B Zahn,
Mitchrone, Swendson

4:00 PM

Royal Palm 3

Survivors Raffle [P:] H. Dryer



I am at the last Necronomicon and... What? Of course there will be a last one. Every beginning has an end. But Necro exists and will always be. And so it goes...

LASER

BOSTON

ZZ TOP

RUSH

STYX

YES

GENESIS

THE WHO

JOURNEY

VAN HALEN

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LED ZEPPELIN

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