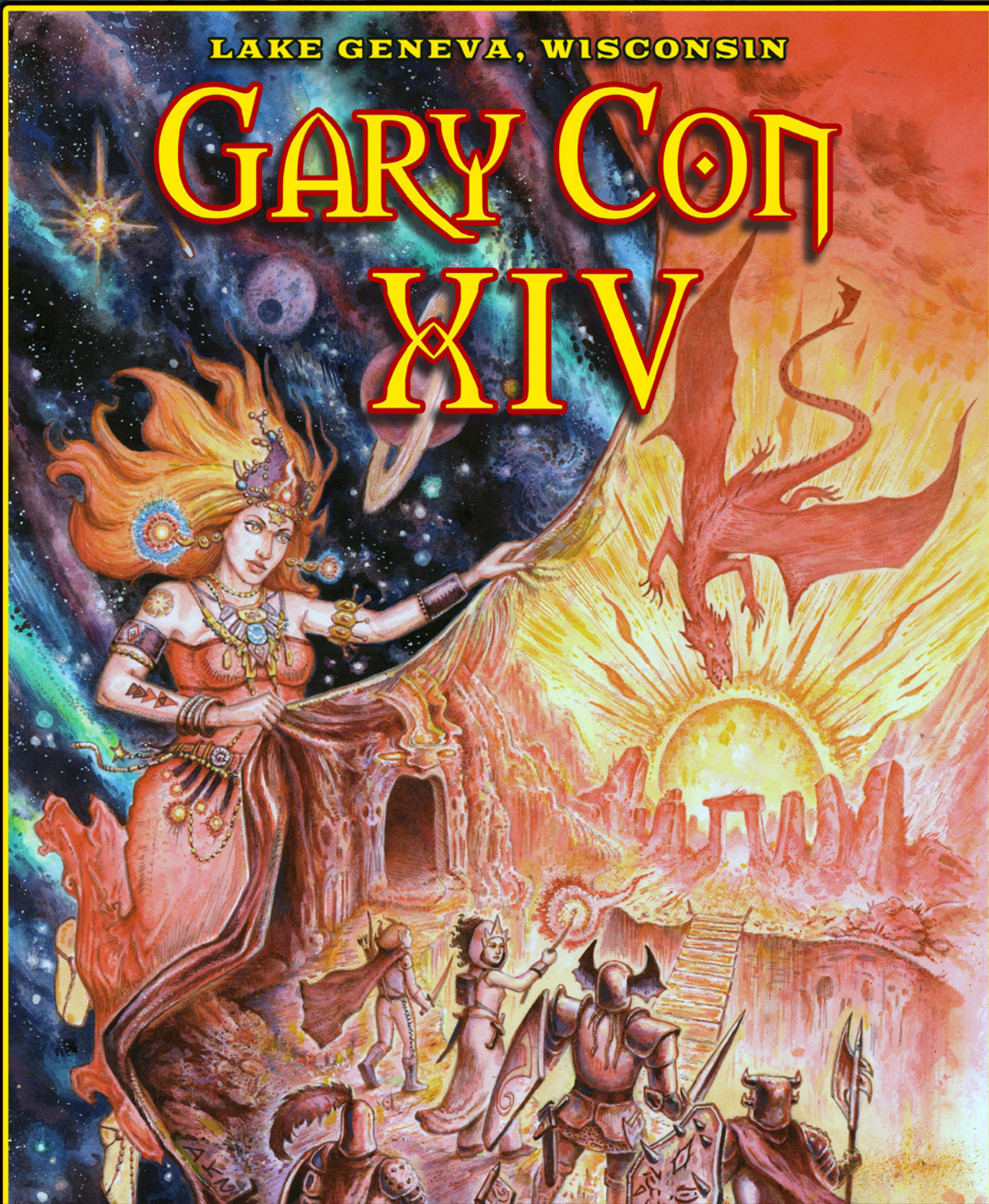


LAKE GENEVA, WISCONSIN

GARY CON XIV



EVENT GUIDE

MARCH 24TH ~ 27TH, 2022



DARK SOULS
THE ROLEPLAYING GAME



**Animal
Adventures**
RPG Starter Set

**Epic
Encounters**

VIEW YOUR EVENT SCHEDULE

GARY CON XIV

TABLETOP
— dot —
EVENTS

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

LUKE GYGAX'S WORLD OF

OKKORIM

HEART OF CHENTOUFI

GAXX WORX

KICKSTARTER

WORLD-WIDE LAUNCH
SAT MAR 26TH, 2022
FROM LAKE GENEVA, WI

GARY CON XIV

[KS.GAXXWORX.COM](https://ks.gaxxworx.com)



GARY CON XIV

"GREETINGS SEEKERS!"

THE RETURN TO THE BIRTHPLACE

By Melf's Minute Meteors! We are having a Material Gary Con next week after a three-year break! Only days away from Gary Con, I am at my desk realizing I haven't written the introduction yet. I am filled with gratitude that we are gathering in Lake Geneva yet exhausted from the sprint to the finish line. As most of you are aware, it has been a wild ride from GC XII to GC XIV, but I am optimistic about our future. Two years ago, we were wrestling with how to pivot to an all-virtual convention within a fortnight. At the same time, my job as a California National Guardsman required the majority of my time and attention due to the battle against COVID-19. Thankfully Gary Con is not a one man show.

It takes teamwork to bring Gary Con to life. The talented folks that comprise the GC Team accomplished nothing short of a miracle in 2020 shifting from less than 100 virtual attendees and a handful of events, to hosting over 400 virtual events for over 2000 people. This is especially remarkable given that very few of us were experienced with Discord, Zoom, or most Virtual Tabletops back then. I know I struggled with it, but thanks to the patience of stalwarts like Matthew Everhart, Jimmy Duffie, Josh Popp and Baufrin even a luddite like myself was able to get the basics to join the fun virtually.

Thus started a two-year odyssey for us all. We made it to this point today due to the overwhelming support from the community. Sometimes it's hard to ask for a helping hand, but rarely need to ask because there is always somebody stepping forward to volunteer. On behalf of the GC Team, my family and myself I want to say thank you from the bottom of my heart. Gary Con is dear to me, and clearly many of you feel the same. This began as a celebration of my Dad's life and how his works changed the world for the better. It has grown larger than

that worthy purpose to encompass other accomplished artists in the RPG industry past and present. I consider many of the Guests and attendees as family members after over a decade of remembrances. It is my hope that this reunion of the Cygax family has expanded for you as well. It makes me happy to think that many of you come to Lake Geneva to celebrate the roots of the hobby with your Gamer Family.

I am so excited to be heading back to Lake Geneva for Gary Con! I think I can speak for most everyone, including the Gary Con Team, that we are ecstatic to see all of you again. The payoff for all our hard work is seeing the smiles, hearing the shouts of joy as you game around the tables as you share time with friends both old and new. I also love going through the Exhibit Hall and seeing all the new games, accessories, crafts and artwork. We have so many vendors this year that the Ex-



hibit Hall demanded the biggest room in the Grand Geneva- The Forums. When you have a break in your gaming schedule, make sure to go visit our friends there. It is also a great way to chat with Special Guests like Larry Elmore, Jeff Easley, Charles Urbach, Bill Webb, Skeeter Green, Matthew Lillard or others off the wandering guest table.

There are too many people to thank individually in this introduction, but I would be remiss without recognizing the GC Team who held the line despite the challenges we faced from 2020 to the present. Thanks to stalwart companions Mike Noe, Dave Conant, Skip Williams, Travis Theune, Thomas Valley, Lloyd Metcalf and new adventurers that have stepped forward to fill the breach like Josh Popp, Natalie Barber, the Yandolorian, and especially my friends from way back in Desert Storm, James Lewis and Gene Drebenstedt. Personally, I am most thankful for my family. I could not organize this celebration without the love and support of my wife, Bouchra, and our daughters, Miriam, Amira and Sabrina. They will be at Gary Con with me this year, so don't hesitate to come up and say hello.

A special thanks to Steamforged Games for being the Diamond Sponsor for Gary Con XIV. They are friendly folks that make excellent products. There are numerous people and companies who have encouraged and helped Gary Con with sponsorships, swag, and other support. Thanks to the good people at Hero Forge, Syrinscape, Idle Champions, Dwarven Forge, World of Chaldea, Norse Foundry, Frog God Games, Troll Lord Games, Northwind

"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

Adventures, Kenzer & Co, Fat Dragon Games and many more companies and individuals who offered services and materials. To those that gave words of encouragement by email, social media or on a Luke's Lounge, it meant a lot to me. These were difficult times for us all, and maintaining social connections was critical for our health and well-being.

I believe that we not only survived COVID-19, but we have also come out of this experience stronger, wiser, and more efficient than before. I am so pleased to be welcoming all of you to Gary Con XIV. Here is to many more years of gathering to share camaraderie with you in Lake Geneva as we Celebrate A Life Well-Played!

Luke Gygax

March 16, 2022

IN MEMORIAM

WITH US IN ETHEREAL FORM - PIONEERS WHO HAVE PASSED

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.

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.

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

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

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)
Choasium: 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.

HOURS OF OPENING & CLOSING

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

WEDNESDAY - GARY CON XIV REGISTRATION

Vendor Move In Forums: 9am - 8pm (based on Expo finishing pipe and drape)

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. Gary Con Staff members will be handing out prizes for noteworthy costumes.

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

Chainmail Jousting 8am-8pm

Exhibit Hall: 10am to 5pm (Diamond & Platinum Access at 9:30am)

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

Satine Phoenix and Jamison Stone Wedding! 8pm in the main lobby bar area. Get there early to get a good seat.

VIP Party in the Chaldea Room at 8pm-midnight (Special Guests, Diamond and Platinum) **CANCELED**

FRIDAY - FANTASY FRIDAY

Dress in fantasy costume if you are so inclined. Gary Con Staff members will be handing out prizes for noteworthy costumes.

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

Chainmail Jousting 8am-8pm

Exhibit Hall: 10am to 5pm

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

GARY CON XIV

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)



HOURS OF OPENING & CLOSING

The Journey Continues.

SATURDAY – HAWAIIAN SHIRT DAY

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

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

Chainmail Jousting 8am-noon

Exhibit Hall: 10am to 5pm

Chainmail Jousting Elimination: 1pm to 6pm

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

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

GC Charity Auction: 3pm to 6pm 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)

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

SUNDAY

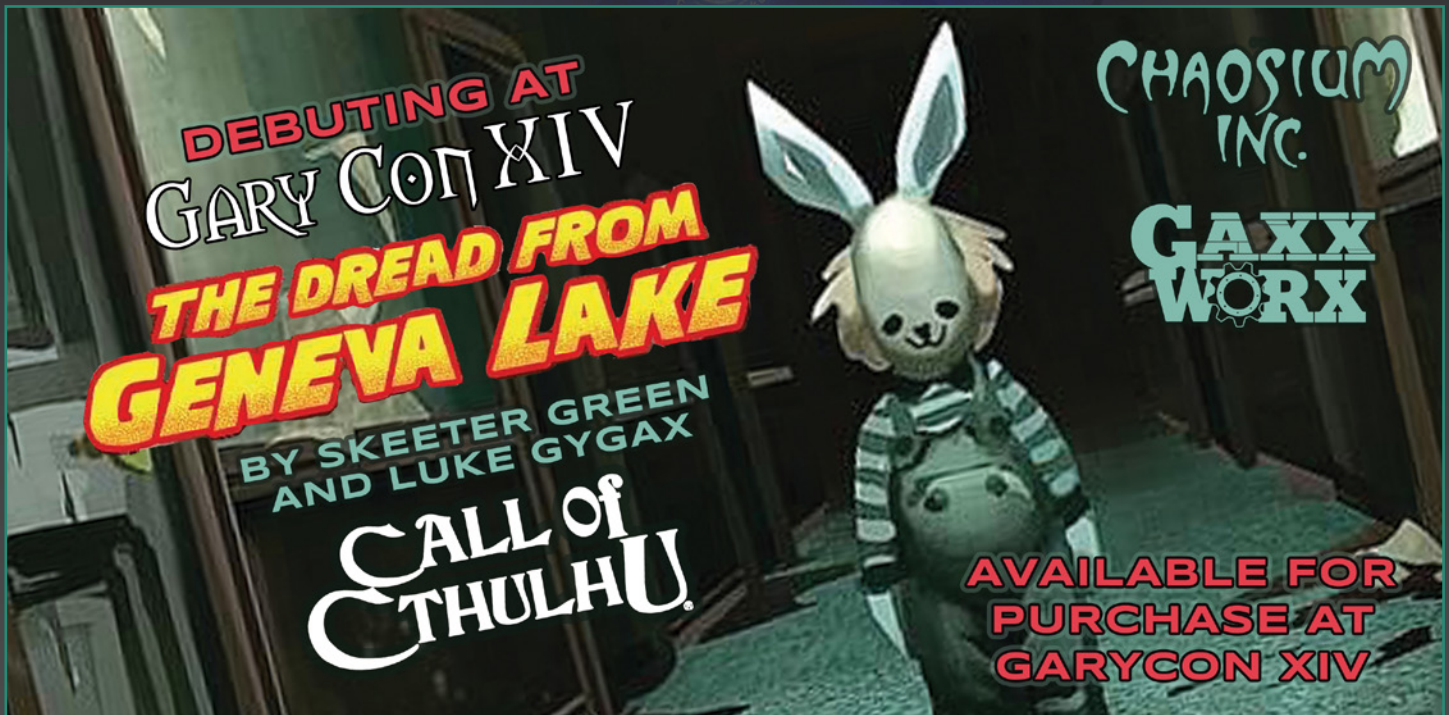
Dress in fantasy costume if you are so inclined. Gary Con Staff members will be handing out prizes for noteworthy costumes.

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 Brissago

Restaurant (tentatively).

Exhibit Hall: 10am to 1pm- last call to get merch from our amazing vendors.



GARY CON RULES & POLICIES

SUCCEED ON ALL YOUR CHARISMA CHECKS

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. Please ensure that you carefully read the entire page before making a purchase. There are no refunds after the refund date for any reason. Anyone attending Gary Con will be required to show either proof of COVID 19 vaccination or a negative COVID test result within 72 hours in order to pick up your badge and access the event. There are no exceptions.

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, contact a Gary Con staff member, volunteer, or hotel security immediately. You can identify staff and volunteers by their badges which will say and/or have a ribbon on it with "Staff" or "Volunteer". Gary Con Staff will also wear a baseball cap with "Gary Con Staff" written on it. The 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 to 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. Find a Gary Con staff member and let them know about the incident. Or, please email us at customerservice@garycon.com.

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 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. 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. Refunds MAY be issued at management's discretion prior to December 31st of the year PRIOR to the event. 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 tabletop.events.

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, and wearing a mask over their nose and mouths. You need to be wearing a valid badge as well. If players or GMs are found to not be wearing valid bad-

ges, they will be warned and if necessary, removed or 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 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 Director of Operations, Mike Noe at Mike@GaryCon.com. You may also contact Co-Director of Events, Skip Williams at Skip@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.

GARY CON COVID-19 SAFETY ACKNOWLEDGEMENT AND LIABILITY WAIVER AND RELEASE OF CLAIMS

COVID-19 SAFETY INFORMATION:

While participating in events held by physical Gary Con (Good Omen Productions, LLC), health and safety precautions should be practiced whenever possible. Face coverings will be worn when not eating or drinking to reduce the risks of exposure to COVID-19. Because COVID-19 is extremely contagious, 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. Please review national, state, regional and local health guidance prior to attending. Gary Con management will consider governmental health guidance and the directions from civil authority may influence and impact the operations of Gary Con events and functions. Gary Con management may require safety precautions to attend the physical convention including but not limited to wearing mask over nose and mouth in all event spaces, temperature screenings, answering health survey, taking rapid or lab-based COVID-19 tests, and showing proof of COVID-19 vaccination. Attendees accept the risk of modifications and/or cancellations of features, functions, events or other hotel amenities associated with Gary Con. If a physical gathering is not advisable by civil authority for any reason, all events and functions will convert to virtual and be deemed equivalent. No refunds of any kind will be issued under these circumstances.

For information on COVID-19, please go to the CDC and WDoHS (Wisconsin Department of Health Services):
<https://www.cdc.gov/coronavirus/2019-ncov/index.html>
<https://www.dhs.wisconsin.gov/covid-19/index.htm>

DUTY TO SELF-MONITOR:

Staff, participants, Guests, exhibitors, and volunteers agree to self-monitor for signs and symptoms of COVID-19 (symptoms typically 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, stay home.

If you were in close contact for 15 minutes with a confirmed COVID-19-positive person and are vaccinated, self monitor for symptoms.

If you had close contact with a COVID-19-positive person and are not vaccinated, stay quarantined and away from GC for 5 days.

If you had COVID-19 you need 5 days with no symptoms before coming out of quarantine.

And anything that the government suggests, such as the WDoHS: <https://www.dhs.wisconsin.gov/covid-19/close-contacts.htm>

AGREEMENT TO ADHERE TO GARY CON COVID SAFETY MEASURES:

Gary Con is a very special event for the Gyga Family, their friends and our attendees. We are requiring that everyone agree to follow guidelines to help promote safety and reduce the spread of COVID-19. Help protect your Gaming Family by:

Wearing your mask over your mouth and nose unless eating or drinking.

You must be vaccinated or provide a negative lab test result within 72 hours before collecting your badge. Practicing good hygiene including washing hands for 20 seconds, using hand sanitizer and practicing physical distancing when possible.

Lifting your mask for a drink is fine. Leaving it off while holding a beverage for the duration of a game is not. Make sure your mask covers your face correctly. N95 masks are great. A bandana is not. Nor is some mesh-covering that clearly is being worn to provoke. If we find someone to be wearing a mask incorrectly, they'll be asked to adjust it. If we have to keep asking them, they may be removed from the convention with no refund.

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").

RELEASE AND WAIVER. 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 HEREINAFTER 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.

MEDICAL ACKNOWLEDGMENT AND RELEASE. I acknowledge the health risks associated with the Activity, including but not limited to transient dizziness, light-headed, fainting, nausea, muscle cramping, musculoskeletal injury, joint pains, sprains and strains, heart attack, stroke, or sudden death. I agree that if I experience any of these or any other symptoms during the Activity, I will discontinue my participation immediately and seek appropriate medical attention. I DO HEREBY RELEASE AND FOREVER DISCHARGE THE RELEASED PARTIES FROM ANY CLAIM WHATSOEVER WHICH ARISES OR MAY HEREAFTER ARISE ON ACCOUNT OF ANY FIRST AID, TREATMENT, OR SERVICE RENDERED IN CONNECTION WITH MY PARTICIPATION IN THE ACTIVITY.

As a participant, exhibitor, Guest, volunteer, or attendee, You recognize that your participation, involvement and/or attendance at Gary Con events or activities ("Activity") is voluntary and may result in personal injury (including death) and/or property damage. By

attending, observing or participating in the Activity, You acknowledge and assume all risks and dangers associated with your participation and/or attendance at the Activity, and You agree that: (a) Good Omen Productions, LLC (b) the property or site owner of the Activity, and (c) all past, present and future affiliates, successors, assigns, employees, volunteers, vendors, partners, members, and officers, of such entities (subsections (a) through (c), collectively, the "Released Parties"), will not be responsible for any personal injury (including death), property damage, or other loss suffered as a result of your participation in, attendance at, and/or observation of the Activity, regardless if any such injuries or losses are caused by the negligence of any of the Released Parties (collectively, the "Released Claims").

BY ATTENDING AND/OR PARTICIPATING IN THE ACTIVITY, YOU ARE DEEMED TO HAVE GIVEN A FULL RELEASE OF LIABILITY TO THE RELEASED PARTIES TO THE FULLEST EXTENT PERMITTED BY LAW.

MUTANT CRAWL CLASSICS

ROLE PLAYING GAME

TRIUMPH & TECHNOLOGY
WON BY MUTANTS & MAGIC

NEW!

MUTANT CRAWL CLASSICS
SOFTCOVER
NOW AVAILABLE!



VISIT US IN THE
DEALER'S HALL!

GARY CON
GARYCON.COM

WHY WE ARE HERE

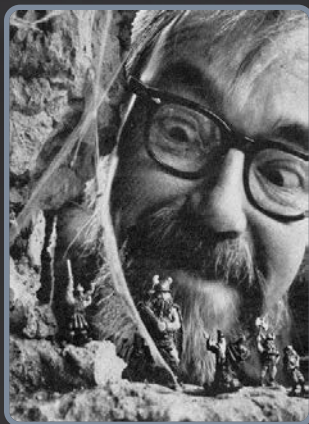
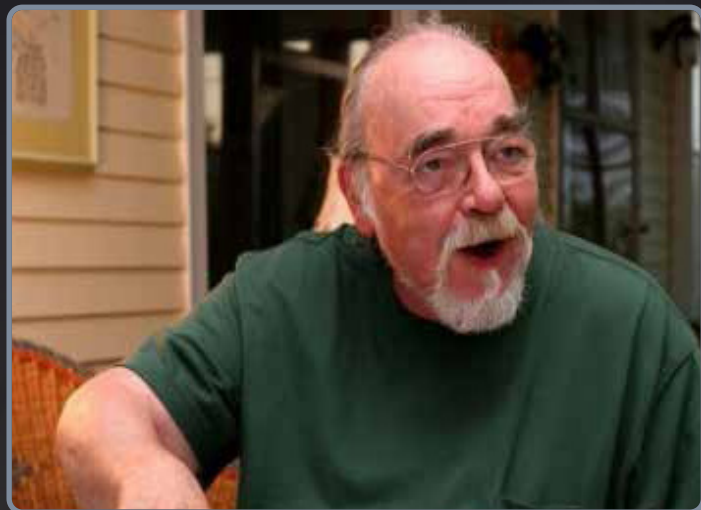
GARY GYGAX: LIVING ON IN ALL OF US

"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

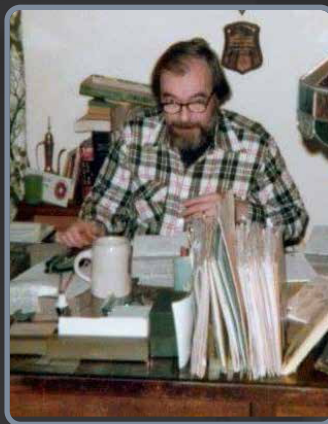
"Naturally, every attempt has been made to provide all of the truly essential information necessary for the game: the skeleton and muscle which each DM will flesh out to create the unique campaign...

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".

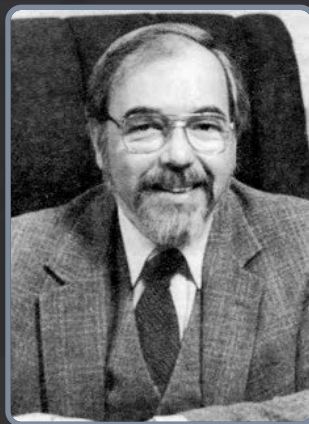
—from Gary's Preface to the
AD&D Player's Handbook 1978



Fun & Games in a world of miniature things and limitless possibilities.



Crafting reason and mechanics for imagination and make believe.



Ambassador of Fantasy advocating the pastime of pretending.



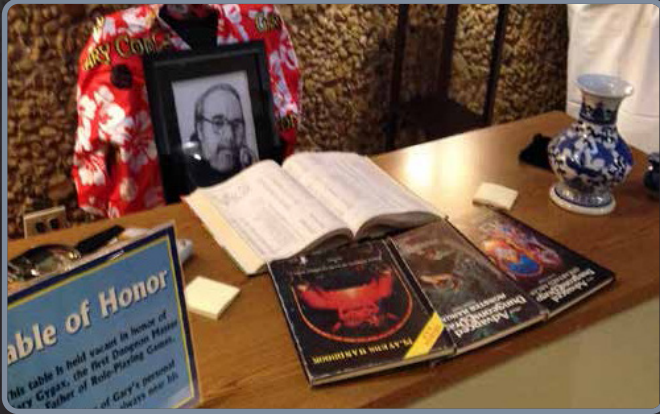
Icon of creativity and dynamics. Gary Gygax featured in FUTURAMA.

"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

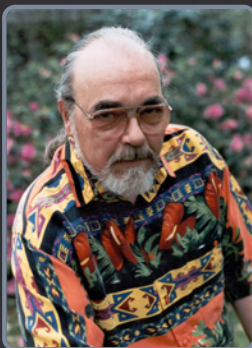
"The game is completely open-ended, is subject to modification, expansion, and interpretation according to the desires of the group participating, and is in general not bounded by the conventional limitations of other types of games" —from Gary's Preface to the D&D Holmes Basic Set - 1978



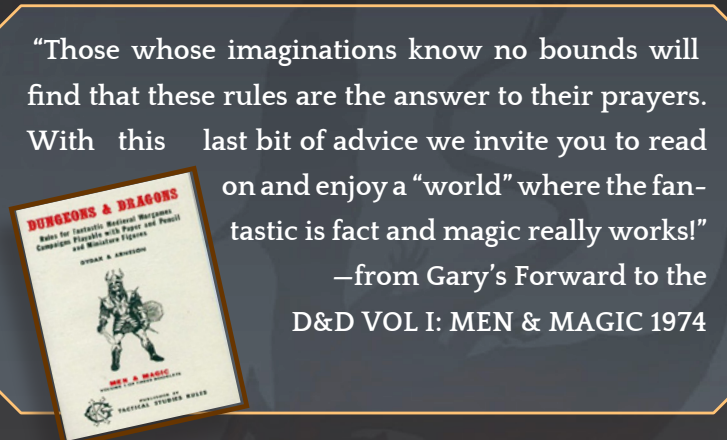
Gary Con Table of Honor On display at Gary Con XIV. A seat for Gary complete with desk, chair, and articles of note. Stop by, take pause, remember,



330 N. Center Street LAKE GENEVA, WISCONSIN
The birthplace of Dungeons & Dragons, home of E. Gary Gygax and Family during creation of the game.



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



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



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



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

GARY CON XIV

twitch

LIVE STREAM SCHEDULE

FRIDAY MARCH 25TH

	GAME MASTER	START	END
EPIC ENCOUNTERS TOWER OF THE LICH EMPRESS	JASON C MILLER	11:00: AM	2:00: PM
PAT KILBANE DREAMS IN GARY BASEMENT	PAT KILBANE	2:15: PM	2:50: PM
BATTLE OF THE BARDS!	SATINE PHOENIX	3:00: PM	6:00: PM
BLIGHTED LANDS: HEART OF CHENTOUFI	LUKE AND KC RIFT	6:15: PM	6:50: PM
EPIC LEVEL D&D: HUNGRY IS THE VOID	MIKE MEARLS	7:00: PM	11:00: PM

SATURDAY MARCH 26TH

	GAME MASTER	START	END
FRANKENLOFT	JASON AZEVEDO	11:00: AM	2:00: PM
GM TIPS WITH SATINE	SATINE PHOENIX	2:15: PM	2:50: PM
EPIC ENCOUNTERS: ARENA OF THE UNDEAD HORDE	JASON C MILLER	3:00: PM	6:00: PM
GARY CON INFERNAL ONES (HOT ONES)	BRYAN CP STEELE	6:15: PM	6:50: PM
WHOLE AGAIN!	STEFAN POKORNY	7:00: PM	11:00: PM

[HTTPS://WWW.TWITCH.TV/TWITCH.TV/GARYCONLIVE](https://www.twitch.tv/twitch.tv/garyconlive)

ALL NEW GARYCON MERCH

GC XIV (2022)
3/4 Sleeve Shirt

GARY CON XIV

GCXIV MINI DICE & MORE!

GC XIV Cosmic Veil
Leggings

Deck of Many Things
featuring art from
many artists at Gary
Con!

Dread From Geneva
Lake Module
Signed & Unsigned

ALSO LIMITED PAST CON MERCH

Level up your game mastery!

with Immersive Experience adventures from Gooney Cube.

Cut game prep time substantially...

Dramatically enhance your player experience...

And truly enjoy the adventures yourself.



Seriously. Get gooey and have better games.



GooneyCube®

Check out all we have to offer at GooneyCube.com

SEE US AT BOOTH 166

GODS, DEMI-GODS, AND HEROES

LORE & MORE ABOUT GARY CON XIV SPECIAL GUESTS



Peter Adkison

Peter Adkison is a serial entrepreneur. His first business was Wizards of the Coast, which he founded in 1990. While CEO, from 1990 – 2001, Adkison published Magic: The Gathering, 3rd Edition D&D, and Pokémon. In 2002, Adkison acquired

the Gen Con tabletop games convention which he still owns. After finishing film school in 2012, Adkison began developing a fantasy web series called Chaldea. Chaldea combines live action film with comic art and is scheduled to release as a YouTube channel in fall, 2020. Peter is married to Dee Fenton.



Chris Arneson

Chris Arneson is a freelance illustrator who grew up with a love for Dungeons & Dragons, especially it's art. He spent much of his time in High-School doodling Eddie from Iron Maiden album covers as well as doing colored pencil drawings utilizing Dragonlance

characters from some of his favorite Dragonlance artists covers. Somehow he got the idea that he wanted to be an illustrator and graduated from UW Whitewater with a BFA in 1996. As a freelance illustrator he 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.

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, etc.

Recently he had the honor of doing three cards for Gary Cons Deck of Many Things. Take a minute to check out some of his work on his Facebook page, Chris Arneson Illustration, and be sure to stop by his booth.

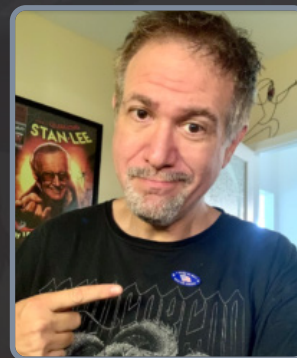


Jason Azevedo

Jason Azevedo is a professional Dungeon Master, acclaimed miniature painter, and the President & Founder of RealmSmith - a Toronto-based channel that offers immersive and interactive D&D 5th-Edition Content. He's best known as the DM for

RealmSmith's official Curse of Strahd campaign 'Into the Mist', 'Tides of Wildemount', and most recently the much anticipated D&D and Idle Champions of the Forgotten Realms series 'Champions of the Realm' (<https://youtube.com/realmsmith>).

You may also have seen him at a variety of conventions partnering with WizKids and Vallejo to teach miniature painting seminars to the masses.



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 Gyax, 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.



Providing the

FINEST DICE OF THE REALM



Made of:

Metal | Gemstone | Tungsten

Copper | Bone | Wood

Along with many more RPG Accessories.



GODS, DEMI-GODS, AND HEROES



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!



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

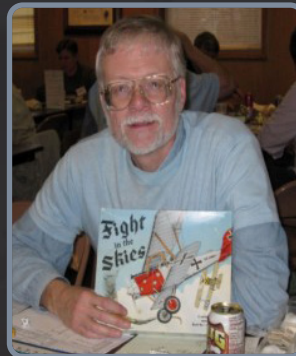
tradition of Finneous Fingers in Dragon Magazine. Of course the Knights have become a force of their own! Jolly is also the person who helped Luke name Gary Con at the gathering after Gary's funeral. When someone commented that Luke should hold a gathering every year in honor of his Dad, Jolly offered 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!



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

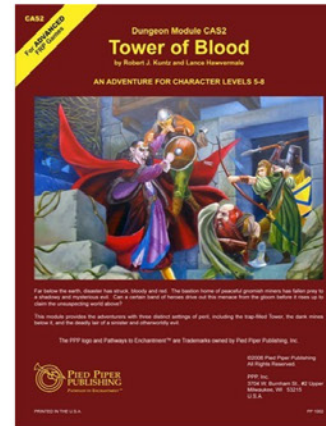
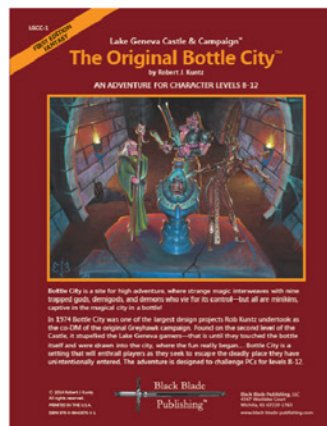
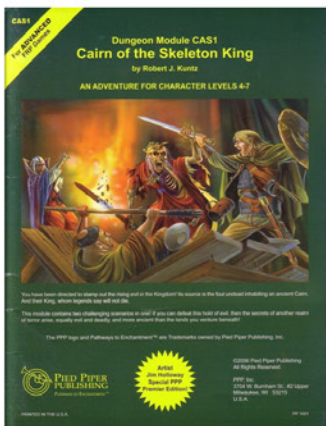
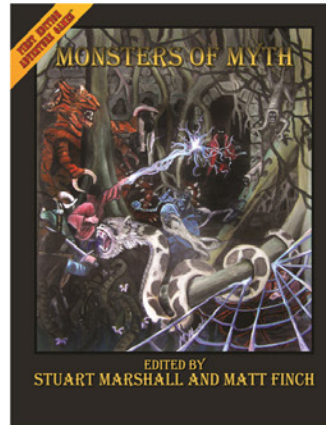
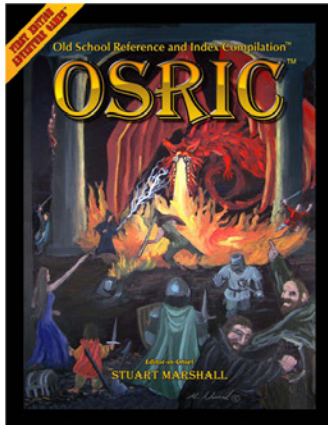
IFW's Wargame Inventors Guild (WGIG) in 1968. FITS was later published by Guidon Games in 1974 and then by TSR in 1976, changing the name to Dawn Patrol in 1982. He also co-authored "Don't Give Up the Ship" with Dave Arneson and Gary Gygax in 1971.

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.

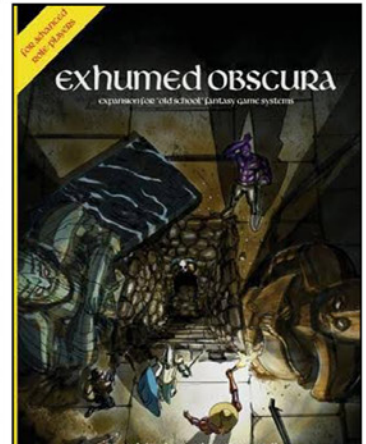
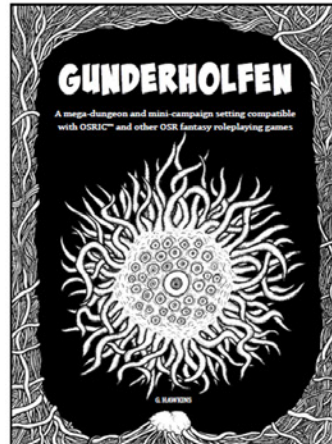
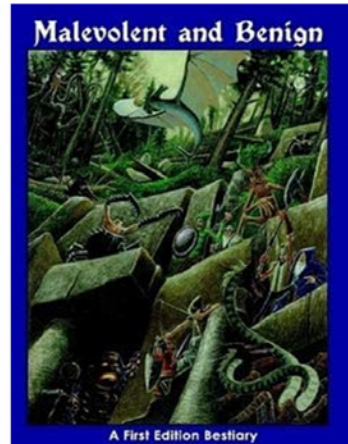
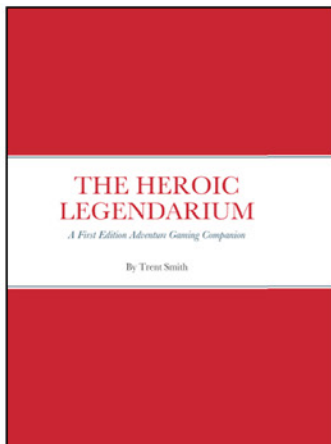
Mike Carr is the only person who's attended every Gen Con. His FITS game has been run at every one of those Gen Cons. Mike is still active in the

BLACK BLADE PUBLISHING

Your source for 1st edition fantasy rules,
monsters, and adventures!



Also available thru Black Blade Publishing:



See our page on Facebook or send an email to
tacojohnndm@yahoo.com for product information or to order

GODS, DEMI-GODS, AND HEROES

gaming community today though his Aerodrome magazine which he started back in 1969.



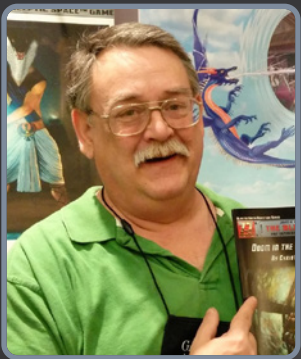
STEPHEN CHENAULT

Stephen Chenault is the CEO of Troll Lord Games, publishers of Castles & Crusades, the World of Aihrde, Amazing Adventures and other RPGs. 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 Aihrde, The Castles & Crusades Adventurers Backpack, the C series of adventures and Aufst-rag. His fiction includes numerous vignettes from the world of Aihrde 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.



CHRISTOPHER CLARK

I met Gary Gygax 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 Edition, 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.

Gary and I wrote "A Challenge of Arm's" 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.

Gary 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.

GODS, DEMI-GODS, AND HEROES



Levi Combs

Levi is the owner, creative head and writer at Planet X Games. He's been roleplaying 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, Necromancer 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.



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 THE ARTIST

"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.



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 Audio

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.

Complete your quest!

NOBLE KNIGHT

GAMES

Buy • Sell • Trade

THE WORLD'S LARGEST SELECTION OF RPGs

New • Preowned • Vintage • Out-of-Print • Rare

- 🎲 Dungeons & Dragons
- 🎲 Gamma World
- 🎲 Pathfinder
- 🎲 Shadowrun
- 🎲 Cyberpunk Red
- 🎲 RuneQuest
- 🎲 Call of Cthulhu
- 🎲 And more!



...but that's not all!

- 🎲 Board Games
- 🎲 War Games
- 🎲 Miniatures & Paints
- 🎲 Magic & CCGs
- 🎲 Supplies and more!



2835 Commerce Park Drive, Fitchburg, WI 53719
www.nobleknight.com



GODS, DEMI-GODS, AND HEROES



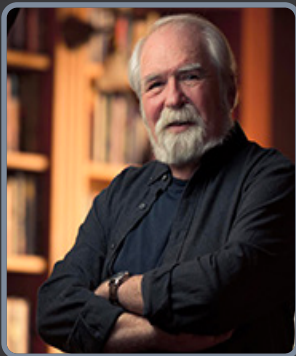
JEFF EASLEY

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>



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>



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.



MATTHEW FINCH

Matt Finch is generally credited as the inventor of the "retro-clone" method of reproducing early-edition rules directly using the Open Game License. He is the author of a host of RPG books, including The Tome of Adventure Design (Frog God Games), Pod Caverns of the Sinister Shroom (Expeditious Retreat Press), The Borderland Provinces (Necromancer

GODS, DEMI-GODS, AND HEROES

Games and Frog God Games), Swords & Wizardry, OSRIC (initial author), Spire of Iron and Crystal, the Quick Primer for Old School Gaming, Demonspore, Rogues in Remballo, Tomb of the Iron God, and Grimmsgate. Matt has also contributed to Rappan Athuk (Frog God Games and Necromancer Games), Quests of Doom, Fifth Edition Foes, written numerous articles for Knockspell Magazine, and edited several published products such as Razor Coast, Fane of the Fallen, and The Northlands Saga.



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.

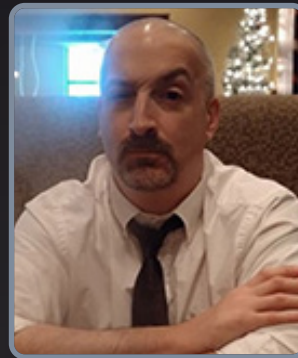
His recent work includes Biomutant, Minecraft Dungeons: The Rise of the Arch-Illager, the new Dungeons & Dragons: Endless Quest books, the Shotguns & Sorcery 5E sourcebook, and the Marvel Multiverse Role-Playing Game. For more about him and his work, visit Forbeck.com.



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.



SKETEER GREEN

Hi, my name is Skeeter Green, and I have been in the freelance rpg publishing business for 20 years. I have been a developer, author, and editor for Frog God Games and Necromancer Games for 10 years, and now I've got my own company,

SGP (Skeeter Green Productions) going on 3 years. I'm also one of the founders of the Independent Publisher's Union, along with several well-known friends in the industry.

SGP publishes fantasy rpg titles (including acclaimed Crypt of the SCIENCE-WIZARD and Cryptocodex) under the DCC/MCC, 5th edition, and Swords & Wizardry rulesets. I like to go easy on the rules, have fun, and hang out with good people. Go forth and conquer!



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 Legendary 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.

SMALL BUT FIERCE!

Kobold Press delivers 5th Edition adventures from one-shot lairs to *Empire of the Ghouls* and *Vault of Magic*, plus game design guides and sourcebooks.



KOBOLDTM Press

**SEE WHAT'S NEW AT BOOTH 117
OR ONLINE AT KOBOLDPRESS.COM**

GODS, DEMI-GODS, AND HEROES



Ernie Gygax

Ernie served as one of the very few original playtests for Chaninmail and Dungeons & Dragons. Ernie helped to shape both games by his ambitious and relentless play.

His characters would become the canon of the D&D universe. He was

the manager of TSR's Dungeon Hobby Shop and later the Game Guild. Ernie reckons that he has had the pleasure of teaching well over a thousand people of all ages how to enjoy games of all types, but primarily Old School Dungeons & Dragons.



Heidi Gygax

Heidi Gygax 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.

It is rumored that more than one of Heidi's high school romantic interests were lost to gaming when she invited them to play D&D with her and her family, and that, while the infatuation fizzled, their love for gaming burns eternally.

After 30 years in Hawaii working for a large fine-jewelry manufacturer and retailer, Heidi returned to Lake Geneva where she now spends much of her time caring for her two precious granddaughters, a giant puppy named Thor, and two beloved cats.



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, The Blighted Lands© series in his World of Okkorim© and a brand new Call of Cthulhu module with Skeeter Green for this year's Gary Con®. Luke is working on new 5e scenarios for the World of Okkorim© through his Gaxx Worx® imprint. Look for The Heart of Chentoufi© Kickstarter campaign coming soon. 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/GaryCon-Live](https://www.twitch.tv/GaryCon-Live)).



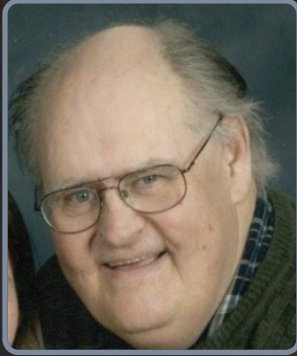
Allen Hammack

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 gaming; 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.

GODS, DEMI-GODS, AND HEROES

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."



BILL HOYT

Bill has been gaming since 1966 and was there for some of the early times. He knew both Dave Arneson and Gary Gygax and was instrumental in getting Professor Barker's Empire of the Petal Throne over to TSR. He was at the founding of the Castle and Crusade

Society.



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 Gygax 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.



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 Mag-

azine, helped start and edited GYGAX 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.



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

HAMMERED

GAME TABLES



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

GODS, DEMI-GODS, AND HEROES

he continues to produce images that he believes would never have come into existence without the application of his own personal gumption.



MATTHEW LILLARD

Most of us know the actor, comedian, director, producer, and of course RPGer, Matthew Lillard. He had attended the American Academy of Dramatic Arts and the Circle in the Square Theatre School. His films include his role in SLC

Punk, then as Cereal Killer in "Hackers", an actual killer in the Scream franchise (with a new one out here in 2022), and of course as Shaggy in the many incarnations of Scooby-Doo.

He was in She's All That and now again in the remake called He's All That, the plot of which traces back to the Greek myth of Pygmalion. You can find him in the 4 seasons of Good Girls on Netflix, playing the husband of Christina Hendricks.

A beloved member of the RPG community, Lillard lends his many talents to different enterprises, such as playing in streamed games, series discussions, gaming tournaments, and going to conventions, such as Gary Con to play and enjoy himself and probably getting dragged onto panels.

As one of the partners of Beadle and Grimm, the company that champions old school analog gaming, they produce platinum editions of games. Using exquisite D&D accessories and game components you won't find elsewhere, these platinum editions are a rich delight to collectors, players, and GMs.



JOE MANGANIELLO

Actor, producer, director, published author, and Emmy winning narrator. Joe holds a BFA in acting from The Carnegie Mellon University School of Drama. Recently, he's been in the post-apocalyptic series "Daybreak".

Over the years, Manganiello has wowed and excited audiences with some iconic roles, such as the werewolf Alcide Herveaux on HBO's hit "True Blood", his teaser-role as Deathstroke in "Justice League" (which got a lot of new fans with the Zack Snyder re-release), and in Steven Soderbergh's "Magic Mike" and "Magic Mike XXL". He financed, produced, and directed the award-winning documentary "La Bare", as well as produced and starred in the film "Bottom of the Ninth" and "Archenemy".

Other roles include Pee Wee Herman's best friend in the comedy "Pee Wee's Big Holiday", the voice of the heroic and lovable Hefty Smurf in the film "Smurfs: The Lost Village", starring alongside Arnold Schwarzenegger in the film Sabotage (Open Road), as Flash Thompson in Sam Raimi's "Spider-Man", the ensemble comedy "What to Expect When You're Expecting", and several seasons in the series "How I Met Your Mother".

Aside from his film work, Manganiello also consults to Dungeons & Dragons and is involved in writing content for their adventure modules and a graphic novel series. His character, Arkhan the Cruel, is a noted possessor of the Hand of Vecna.

His line of heavy-metal and fantasy-inspired streetwear, Death Saves, is epic.

LUKE GYGAX'S WORLD OF

OKKORIM

HEART OF
CHENTOUFI

**GAXX
WORX**

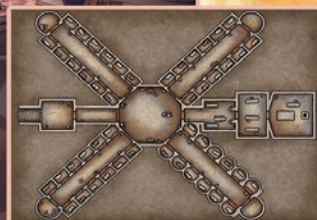
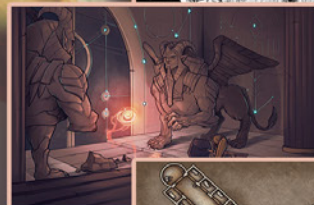
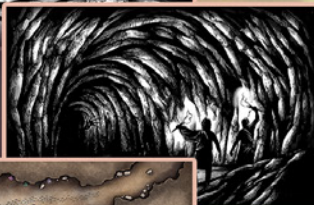


WORLD-WIDE LAUNCH

SAT MAR 26TH, 2022

FROM LAKE GENEVA, WI

**GARY CON
XIV**



KICKSTARTER



KS.GAXXWORX.COM

GODS, DEMI-GODS, AND HEROES



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.



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.



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.



JEFF PERREN

Jeff Perren was an early member of the Lake Geneva Tactical Studies Association along with Gary Gygax, Terry and Rob Kuntz, Ernie Gygax, Mike Reese, Leon Tucker, and Don Kaye.

Perren developed his own rules for Siege of

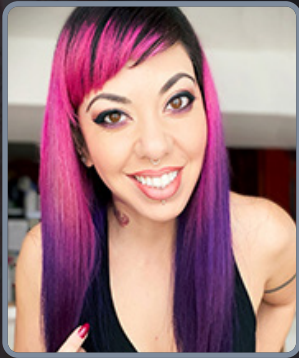
Bodenburg, and shared them with Gary Gygax. Early in 1970, the LGTSA purchased a considerable number of Elastolin figures, which motivated Perren to develop four pages of his own rules for these miniatures which focused on mass combat.

Perren and Gygax put together this set of medieval miniatures rules and called it Chainmail for publication in a Castle & Crusade Society fanzine called The Domesday Book. Perren and Gygax also designed the miniatures game Cavaliers and Roundheads (1973), the first game published by Gygax's company TSR.

CAPTURING CLASSIC
OLD SCHOOL FEEL WHILE
REFLECTING WHO ALL
OF US ARE AS A MODERN
COMMUNITY!



GODS, DEMI-GODS, AND HEROES



Satine PHOENIX

Satine is a force of nature who has taken the RPG community by storm. She is a Professional Dungeon Master, Host of GM Tips, Story Coach, creator of Satine's Quest Luxury Travel Gaming Adventures & Co-Creative Director of Sirens: Battle of the Bards DnD 5e Supplement on The Bard Book!

Satine is also an author, comic book illustrator and former Community Manager for Wizard's D&D. She is the founder of CelebrityCharID20 which raises money for children's literacy and other worthy causes. She travels across the globe connecting the gaming community and providing a safe and welcoming environment for all. Satine has been a Guest at Gary Con since Gary Con VIII and we are so happy to have her here again.

Of special note this year, Luke Gyax will be presiding over her wedding ceremony when Jamison Stone and Satine tie the knot on Thursday.



Stefan POKORNY

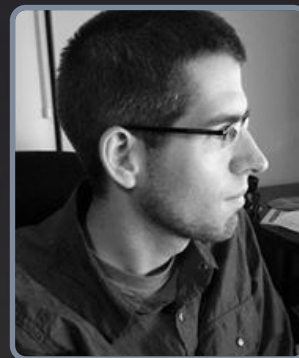
Stefan Pokorny is a fine artist and former art teacher who began running 1st edition D&D games around the tender age of 14 years old. In 1996, he founded Dwarven Forge, a miniatures terrain company that started slowly, but would

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 docu-

mentary 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.



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.



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 CRYOBIOTIC MOON TITAN, PYROBIOTIC MOON EL DORADO, DWARF

GODS, DEMI-GODS, AND HEROES

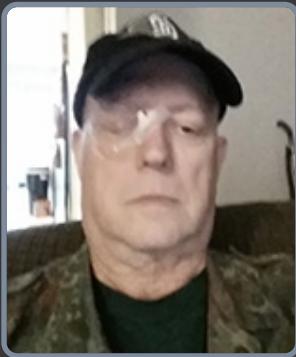
PLANET DIVOT, THERMOSYNTHETIC CAROUSEL, RADIOSYNTHETIC GEIGER, ICE PLANET RASMUSSEN, and TIDALLY LOCKED PLANET UTOPIA.

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



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



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 various computer games. He lives in Maryland with his wife Jill and their two cats, Captain Jimila and Quartermaster Oblan.



JAMISON STONE

Jamison Stone is the founder, CEO and Creative Director of Apotheosis Studios.

As author, he's written the sci-fi/fantasy novel "Rune of the Apprentice", "The Last Amazon" franchise, and "The Red Opera" campaign setting,

"Rune Chronicles: Oath of the Paladin" campaign setting, and "Shadow of the Moon" illustrated novella and game.

A passionate leader, versatile consultant, and



The Griffin & Gargoyle



Proud sponsors of GaryCon XIV



www.griffinandgargoyle.com

www.facebook.com/griffinandgargoyle



GODS, DEMI-GODS, AND HEROES

"best selling" author, Jamison fuses a background in executive leadership with expertise in a diverse field of platforms, including startups, game development, business planning, education, philanthropy, not-for-profit management, marketing, celebrity relations, live streaming, and fundraising.

Jamison leverages his experience of instructing mindfulness and conflict resolution to facilitate outstanding interpersonal relations with team members, clients, and customers while excelling at providing fast product turnaround under aggressive deadlines and high-pressure environments.

Also, we hear he's getting married to someone at the convention. And Luke's officiating.



STEPHEN SULLIVAN

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 Pace-

setter, 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. Visit Steve & his work at:

www.sdsullivan.com



TONY SZCZUDLO

Tony Szczudlo graduated in 1989 from the American Academy of Art in Chicago. In 1992 he started his career in the studio of the FASA Corporation helping to conceptualize their Earthdawn campaign setting and started his first RPG cover work.

In October of 1994 he was asked to join the legendary studio of TSR to conceptualize their Birthright campaign setting. He moved on to be the main cover artist for Birthright and did cover, and interior work for other products which was the norm for the TSR stable of artists.

In 1999 Tony moved on to do art for Magic the Gathering, Harry Potter, and Robert Jordan's The Wheel of Time.

Tony continues to work as a Illustrator in his studio home in Woodstock Illinois, with his son Dovahkiin. With a full schedule of art for Erik Olofsson's SORCERY Contested Realm, squeezing in commission work, fan art, and Convention time, Life is GOOD!!!

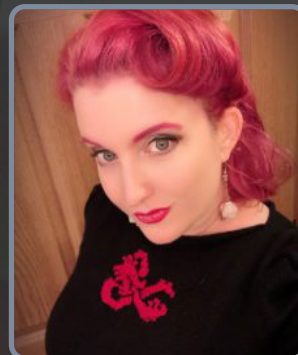


JEFF TALANIAN

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 Gyga (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 includ-

GODS, DEMI-GODS, AND HEROES

ing 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.



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.



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

GODS, DEMI-GODS, AND HEROES

game projects. I plan on continuing that work ethic until the lord says game over and takes me to a new game.



BILL WEBB

Bill is an industry veteran who has published or written over 200 titles for roleplaying games over the past 17 years.

He founded Necromancer Games in 1999 (with Clark Peterson) and released the very first third party publication for 3rd

Edition Dungeons and Dragons (The Wizard's Amulet). Subsequently, Necromancer formed one of the main legs of Sword and Sorcery Studios (along with White Wolf, Monte Cook Games and Fiery Dragon) that was one of the largest producers of roleplaying materials during the 3.0-3.5 era.

In 2010, Bill started Frog God Games (as CEO), along with Matt Finch and Greg Vaughan. Since its founding, Frog God has produced over 120 high quality titles.



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".

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

GODS, DEMI-GODS, AND HEROES

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 Gyga), 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.



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 Gyga.

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

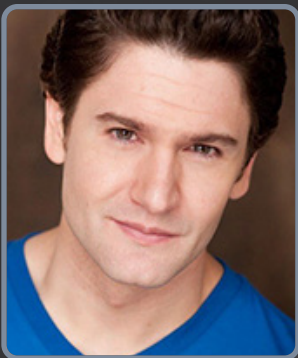
GODS, DEMI-GODS, AND HEROES

newspaper took up most of his time, and he had his heart set on becoming a journalist.

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 best-selling Heroes' Feast: The

Official Dungeons & Dragons Cookbook.



LOUIS ZOCCHI

Louis Zocchi, Adventure Gaming Hall of Fame, 1987.

Zocchi served in the Air Force until 1975 and retired as an E-6 Technical Sergeant, later joining the Alabama State Defense Force and held the rank of Colonel.

He started selling adventure games in 1965, by mail and Zocchi Distributors became a full-time business. Lou Zocchi was one of the first editors for Avalon Hill's magazine, The General, and a regular contributor during its first 11 years of publication.

He also playtested such early wargames as Bismark, Afrika Korps, Jutland, Stalingrad, and a number of titles Avalon Hill did not publish. Zocchi was the first U.S. distributor to sell nothing but adventure games.

As a wargame designer, his credits include Luftwaffe, The Battle of Britain, Alien Space, and Flying Tigers, as well as the 3, 5, 14, 24, and 100-sided die. Zocchi contributed to the series of books by Guidon Games that began in 1971 with Chainmail. He also produced the superhero RPG Superhero: 2044 in 1977.

Zocchi and his company GameScience have published a number of games over the years (many designed by Zocchi), but are best known for making dice, and inventing the Zocchihedron (100-sided) die. Zocchi is a well-known figure at gaming conventions like Gen Con and Origins Game Fair, where he demonstrates the various inconsistencies in most mass-produced gaming dice.

Zocchi is also a professional magician, ventriloquist, clown, musician, singer, comedian, lecturer, author and inventor.



GARYCON XIV ~ EVENT MAP

<div>Booth 301</div> <div>Gary Con Merch and Forum Area Captain</div>	<div>Booths 181 & 182</div> <div>Studio 6d6</div>	<div>Booth 180</div> <div>Signal Fire Studios</div>	<div>Booth 178</div> <div>J. Halk Games</div>	<div>Booth 177</div> <div>Arkenforge</div>	<div>Booth 176</div> <div>BRW Games</div>	<div>Booths 174 & 175</div> <div>TPK Games</div>	<div>Booth 173</div> <div>1985 Games</div>	<div>Booth 172</div> <div>Custom Processing Unlimited</div>	<div>Booth 171</div> <div>The Crafty Gamer</div>	<div>Artist Booth 210</div> <div>Larry Elmore</div>
<div>Booth 107</div> <div>Inner City Games</div>	<div>Booths 108 & 109</div> <div>New Comet Games</div>	<div>Booth 122</div> <div>Axe N Shield</div>	<div>Booths 133, 134 & 135</div> <div>Chimera Hobby Shop</div>	<div>Booth 136</div> <div>Art of David Pancake</div>	<div>Booths 149 & 150</div> <div>World of Game Design</div>	<div>Booth 148</div> <div>Bloat Games</div>	<div>Booth 147</div> <div>Infnite Dimensions</div>	<div>Booth 162</div> <div>Master Monk</div>	<div>Booth 165</div> <div>Smuggler's Coffee</div>	<div>Artist</div> <div>Booth 208</div> <div>Chris Arneson</div>
<div>Booths 105 & 106</div> <div>Troll Lord Games</div>	<div>Booths 110 & 111</div> <div>Steamforged Games</div>	<div>Booth 123</div> <div>Easy Roller Dice Co.</div>	<div>Booth 137</div> <div>SkeletonKey Games</div>	<div>Booth 138</div> <div>Stinky Goblin Emporium</div>	<div>Booths 151 & 152</div> <div>Frog God Games</div>	<div>Booth 161</div> <div>Versalla</div>	<div>Booth 166</div> <div>Gooley Cube</div>	<div>Booth 207</div> <div>Terry Pavlet</div>	<div>Artist</div> <div>Booth 207</div> <div>Terry Pavlet</div>	<div>Artist</div> <div>Booth 206</div> <div>Ed Bickford (Metal Robot)</div>
<div>Booth 104</div> <div>Goblinoid / Mishler</div>	<div>Booth 118</div> <div>Effnrcool Miniatures</div>	<div>Booth 124</div> <div>Roll 4 Initiative</div>	<div>Booth 132</div> <div>Edge Games</div>	<div>Booths 139 & 140</div> <div>Level Up Dice</div>	<div>Booths 145 & 146</div> <div>Wyrnwood</div>	<div>Booth 160</div> <div>Noble Dwarf</div>	<div>Booth 167</div> <div>Helaman's Warriors</div>	<div>Artist</div> <div>Booth 205</div> <div>Darlene</div>	<div>Artist</div> <div>Booth 205</div> <div>Darlene</div>	<div>Artist</div> <div>Booth 203</div> <div>Tony Szcudlo</div>
<div>Booth 103</div> <div>Gamescience Dice</div>	<div>Booth 117</div> <div>Kobold Press</div>	<div>Booths 125 & 126</div> <div>Savage Creations</div>	<div>Booths 130 & 131</div> <div>Black Oak Publishing</div>	<div>Booths 141 & 142</div> <div>Die Cast Games</div>	<div>Booth 144</div> <div>Independent Pub. Union</div>	<div>Booth 158</div> <div>Cave Geek</div>	<div>Booth 168</div> <div>Cranky Dragons</div>	<div>Artist</div> <div>Booth 203</div> <div>Tony Szcudlo</div>	<div>Artist</div> <div>Booth 203</div> <div>Tony Szcudlo</div>	<div>Artist</div> <div>Booth 202</div> <div>Jeff Butler</div>
<div>Booths 101 & 102</div> <div>Goodman Games</div>	<div>Booths 113 & 114</div> <div>Blackblade Publishing</div>	<div>Booths 115 & 116</div> <div>Badger Games</div>	<div>Booths 127 & 128</div> <div>Pacesetter Games</div>	<div>Booth 129</div> <div>Kenzer and Company</div>	<div>Booth 143</div> <div>Hrothgar's Hoard</div>	<div>Booth 157</div> <div>Noble Knight</div>	<div>Booth 170</div> <div>Beadle & Grimm</div>	<div>Artist</div> <div>Booth 202</div> <div>Jeff Butler</div>	<div>Artist</div> <div>Booth 202</div> <div>Jeff Butler</div>	<div>Artist</div> <div>Booth 201</div> <div>Jeff Easley</div>

GARYCON XIV ~ EXHIBIT HALL MAP