

BOISE COMIC ARTS FESTIVAL XIII SCHEDULE

Boise Centre

SATURDAY, August 30, 10:00 a.m.–6:00 p.m.

Activities

Grove Plaza

10:00 a.m.–3:00 p.m. Nampa Library Bookmobile. Stop by Nampa Public Library's Bookmobile to view the incredible art by BCAF Guest Creator and local artist Cassie Anderson. Pick up a library card and a book while you visit!

10:00 a.m.–6:00 p.m. Idaho Armored Combat. Medieval Armored Combat is an MMA-style sport centered around combatants wearing real steel medieval armor using blunted medieval weapons in individual or team battles. Visit IAC's table to learn about the team and watch live demonstrations from 1:00 p.m.–2:00 p.m.

10:00 a.m.–6:00 p.m. Realm of Rath - Belegarth Medieval Combat Society. Belegarth Medieval Combat Society is a fun, safe, and inexpensive sport where participants wear medieval or fantasy-themed clothing and fight with foam-padded weapons. Meet the Rath participants to learn about LARPing (live action role-playing) and watch demonstrations.

4:00 p.m.–6:00 p.m. Wrestle Club. Come cheer on your favorite face (or boo your favorite heel) at Wrestle Club's match! Wrestle Club is Idaho's first and only professional wrestling organization.

Lobby

10:00 a.m.–6:00 p.m. LEGO® Display. Join the Idaho LEGO® Users Group for a display of talent, patience, and precision engineering. LEGO® creations from around the Treasure Valley will be exhibited.

10:00 a.m.–6:00 p.m. BCAF XIII Sponsor Booths. Boise Comic Arts Festival would not be possible without the support of our stellar sponsors, including the [Boise Public Library Foundation](#) and the [College of Idaho](#). If you enjoy the fest, be sure to thank them for all they do! The Foundation will be selling BCAF shirts, stickers, posters, and books by guest creators.

10:00 a.m.–6:00 p.m. BCAF XIII Exhibitors. While you're in the Lobby, be sure to stop by the City of Boise table to learn about the great work our fellow departments do, check out some amazing cosplay builds at the Geeked Out Ninjas spot, see what exciting projects Boise State's GIMM Lab (Games, Interactive Media, and Mobile Technology) students are working on, and meet some robots at Open Lab Idaho's table.

Artists' Alley – Room 100

10:00 a.m.-6:00 p.m. Star Wars Fandom Area. Stop by to visit with members of the 501st Legion - Timberline Garrison, Defenders Detachment, Idaho Droid Builders, Rebel Legion – Takodana Base, Lightsaber Society at BSU, and the Mandalorian Mercs. Meet and get photos with droids and all your favorite characters from a galaxy far, far away.

Creators, Exhibitors & Vendors

Artists' Alley - Room 100

10:00 a.m.-5:00 p.m. Artists' Alley. Over 100 creators, vendors and exhibitors are slated to appear in Artists' Alley, including our guest creators, and more. This is a great opportunity to meet comic creators and purchase original artwork and comics!

[Learn more about our Guest Creators & Exhibitors](#)

Live Cosplay Contests

Calling all cosplayers! This cosplay competition is for participants of all ages and experience. Your cosplay could win fame, glory, and of course— prizes. **Register before the big day by visiting www.boisepubliclibrary.org/bcaf.** This year we will also have a photo booth so that you can show off all your hard work!

Cosplay Theater – Room 130

11:30 a.m. - Kids Cosplay Contest. Kids, show off your costumes and win prizes!

12:30 p.m. - Cosplay Parade. Show off your costumes for the entire venue. Walk with us inside the event center and out to the plaza! All ages!

1:30 p.m. - Adult Cosplay Contest. Adults, show off your costumes and win prizes!

3:30 p.m. - Teen Cosplay Contest. Teens, show off your costumes and win prizes!

Guest Creator Signings

Lobby - Boise Public Library Foundation Booth

The Boise Public Library Foundation will have limited copies of books by guest creators available for purchase and signing, as well as BCAF XIII stickers, shirts, and this year's official poster, designed by guest creator Rose Bousamra. The Foundation is the primary sponsor of Boise Comic Arts Festival, and supporting the Foundation supports the continuation of the festival.

10:00 a.m.-10:45 a.m. Jose Pimienta. Limited copies of their books *Suncatcher*, *Twin Cities*, and *Halfway to Somewhere*, will be available.

11:00 a.m.-11:45 a.m. Ryan North. Limited copies of his books *Fantastic Four: Vol. 1*, *How to be a T. Rex*, *Slaughterhouse 5*, *Romeo And/Or Juliet*, and *To Be or Not to Be*, will be available.

12:00 p.m.-12:45 p.m. Rose Bousamra. Limited copies of their book, *Frizzy*, and the official BCAF XIII poster, will be available.

2:00 p.m.-2:45 p.m. Matthew Forsythe. Limited copies of his books *Pokko and the Drum*, *MINA*, and *Aggie and the Ghost*, will be available.

3:00 p.m.-3:45 p.m. Chan Chau. Limited copies of their Baby-Sitters Club books, *Jessi's Secret Language* and *Kristy and the Snobs*, will be available.

4:00 p.m.-4:45 p.m. Andy Runton. Limited copies of his Owly books, *The Way Home*, *Just a Little Blue*, *A Time to be Brave*, and *Flying Lessons*, will be available.

5:00 p.m.-5:45 p.m. Aaron McConnell. Limited copies of his book, *The Comic Book Story of Beer*, will be available.

Artists' Alley – Shared Stories Table – P1

1:00 p.m.-1:45 p.m. David F. Walker & Marcus Kwame Anderson. Copies of their book, *Big Jim and the White Boy*, will be available.

Panels

Room 120A – College of Idaho Panel Room

11:00 a.m.-11:45 a.m. Publisher Talk with Ignition Press & Goats Flying Press. Get an inside look at two exciting independent comics publishers! Hear from Jamie S. Rich, co-founder and editor-in-chief of Ignition Press, and Sebastian Girner, founder and publisher of Goats Flying Press, as they share what's new, what's next, and what makes their publishing visions unique. Writer Stephanie Williams will also join them to talk about her upcoming Ignition Press title, *Roots of Madness*. The panel will spotlight the books they publish, the creators they work with, and the kinds of stories they want to share with readers.

12:00 p.m.-12:45 p.m. From *The Black Panther Party* to *Big Jim and the White Boy*. Eisner Award winning creative duo, David F. Walker and Marcus Kwame Anderson, have collaborated to bring powerful stories to life in comics. This panel will explore their creative partnership and the historical and political themes in the stories they tell, from the non-fiction *The Black Panther Party* to their reimagining of *Adventures of Huckleberry Finn* in *Big Jim and the White Boy*. Join them for a conversation about storytelling and the process of crafting comics that challenge, entertain, and inspire.

1:00 p.m.-1:45 p.m. Video Games: From Writing to Art. What does it take to bring a video game world to life—from the first line of dialogue to the final frame of animation? Join Adrian Ropp and Rayshell Glenn for an inside look at the creative process behind video game development. This panel will explore

the intersection of storytelling and visual design, diving into how narratives, characters, and environments are crafted through collaboration between writers and artists.

2:00 p.m.-2:45 p.m. Canine Comics Companions. Who's a good character? Dogs are! Join comic creators Ryan North (*Krypto: The Last Dog of Krypton*), Jeremy Whitley, Bre Indigo, and Melissa Capriglione (*The Dog Knight*), and Ben Kahn (*Mr. Muffins: Defender of the Stars*), for a conversation about everyone's favorite four-legged friends in comics. From loyal sidekicks to heroic hounds and mischievous mutts, this panel explores the many roles dogs play in comic storytelling. The panelists will share their inspirations, favorite fictional pups, and what makes dogs such enduring characters on the page.

3:00 p.m.-3:45 p.m. Writing Compelling Characters. All the comics characters you know and love started in the mind of a writer. To explore how they move from idea to reality, we've assembled a lineup of stellar comics writers. They'll discuss their creative process and the origin story of some of their favorite characters. Panelists: Brian Schirmer (*Quests Aside*), Dani Colman (*The Unfinished Corner*), David F. Walker (*Bitter Root*), and DB Andry (*Resonant*).

4:00 p.m.-4:45 p.m. Freedom to Read. As book bans spread across the country, comics and graphic novels have increasingly become targets of censorship — often for telling honest, diverse, and challenging stories. Comic creators Rye Hickman (*Hey, Mary!*), Steenz (*Side Quest*), and Jeremy Whitley (*Navigating with You*) will examine how comics are being challenged, the impact of censorship on readers and communities, and the importance of defending the freedom to read.

5:00 p.m.-5:45 p.m. Ratagories. Local illustrators collective, The Sketch Rats, are bringing Ratagories to BCAF! This all-ages, drawing "competition" sees audience members squaring off against each other in an entertaining interactive game that perfectly blends speed-doodles and shouting. Endorsed by the son of the cousin of the man who invented antibacterial soap, and our neighbor Gene. Expect plenty of laughs. Fun for the whole family.

Room 120B

11:00 a.m.-11:45 a.m. Beyond Lore Olympus: The Mega Mythology Trivia Challenge. Do you love mythology? Do you love comics? Did you answer yes to both? Then show off your stuff in the Mega Mythology Trivia Challenge, where the name of the game is classic myths AND modern pop culture. You might know which goddess cursed the weaving mortal Arachne, but do you also know which of Thor's former paramours wielded Mjölfnir in the Marvel comic? Contestants will win *fabulous* prizes and the audience get excellent comic recommendations for their TBR pile. Presented by Boise-based podcasts Muses of Mythology and Gaming Theater Presents.

12:00 p.m.-12:45 p.m. Horror in Comics. What makes horror in comics unique? Join creators Rye Hickman (*The Harrowing*), Tyler Crook (*Harrow County*), Emily C. Martin (The Progressively Horrified Podcast), and DB Andry (*Denizen*) as they delve into the power of horror storytelling on the comic page. This panel will examine how comics use visual pacing, atmosphere, and the reader's imagination differently than movies, games, or prose to create fear, suspense, and dread.

1:00 p.m.-1:45 p.m. Designing Compelling Characters. What makes a character unforgettable? Join artists Morgan Beem (*You Belong Here*), Joëlle Jones (*Wonder Girl*), and Jose Pimienta (*Suncatcher*) as they explore the art of character design in comics. From concept sketches to final details, this panel

shares how visual choices—silhouettes, expressions, costumes, and body language—bring characters to life and tell their stories before a single word is added.

2:00 p.m.-2:45 p.m. Middle Earth Trivia with Gandalf. Join the Nampa Public Library and vie for a prize with Gandalf's Middle Earth trivia challenge! And get excited for their 3rd Annual Hobbit Day coming up on September 20!

3:00 p.m.-3:45 p.m. Japanese Doujinshi and other Modern Bootleg Comic Books. Doujinshi is the Japanese word for self-published, unlicensed comic books produced by fans. These works are usually based on popular manga, television shows, American comic books, and movies. There are thousands of doujinshi conventions in Japan each year. Now there are some American independent comic book artists that are getting in on the act. We'll look at and discuss a few examples from both countries.

4:00 p.m.-4:45 p.m. Illustrating Fantastical Worlds & Creatures. Believable fantasy worlds don't appear out of thin air. They take time, effort, and inspiration to create. Join artists Oliver Bly (*The Mushroom Knight*), Rose Bousamra (*Gutless*), Emily C. Martin (*Princess*), and Cassie Anderson (*Extraordinary*) as they explore the art of worldbuilding and creature design. They'll discuss their inspirations, creative processes, and the challenges of making the impossible feel believable.

Workshops

Room 120C

11:00 a.m.-11:45 a.m. One-Stop-Shop. A Q&A on making a comic book from concept to completion with Vicente "Vinny" Navarrete, creator/author of titles such as; *Dear Dracula*, *Sketch Monsters 1 & 2*, and *Booger Beard!*

12:00 p.m.-12:45 p.m. Life Drawing. Join creator and model Sugar May and artist Vannotes for a life drawing session. Bring your own art supplies or borrow paper and charcoal from our session sponsor Catalyst Arts Collaborative.

1:00 p.m.-1:45 p.m. Droid Building 101. Are you interested in learning how to build and operate a droid? Would you like to be a part of the droid building community and participate in events? We will discuss various droid building techniques and systems for operating them and where to start. We'll also share the reason we build droids and how we use them to educate people from kids to adults.

2:00 p.m.-2:45 p.m. Let's Make Comics! with Jess Smart Smiley. Join #1 bestselling and award-winning comics creator Jess Smart Smiley for an exciting exploration of how comics tell stories in unique ways, followed by a hands-on comic-making activity!

4:00 p.m.-5:45 p.m. Miniature Make & Take. Get started and learn the hidden techniques that make your tabletop miniatures stand out with Jake Kinney from Phoenix Fire Games! Jake will walk you through each step of painting your first mini. You don't need to be a skilled artist, just have a willingness to learn! All supplies included; [registration required](#).

Kids' Corner

Room 110A

1:00 p.m.-1:45 p.m. Storytime & Draw-along with Matthew Forsythe. Hey kids! Author and artist Matthew Forsythe creates beautifully illustrated picture books, including *Pokko and the Drum* and the recently released *Aggie and the Ghost!* Now you have a chance to join him for a storytime and a draw-along!

3:00 p.m.-3:45 p.m. Drawing Owly with Andy Runton. Comic book artist/author Andy Runton is coming to do an art tutorial for kids! Learn how to make your own version of Owly and friends.

10:00 a.m.-6:00 p.m. Drop-in Activities. All the following activities will be available in Kids' Corner during both days of BCAF XIII.

Superhero Cuffs. Show off your superhero accessories! Kids will be shown how to create custom wrist cuffs that they can dec out with their own logos and drawings.

Creating Comic Panels. Kids will be given the chance to create their own comic using panels to tell an original story. If they prefer, we will also have comic templates available that gives kids a beginning panel that they can add onto.

Popsicle Puppets. Kids can make their own pocket-sized superheroes out of popsicles! Kids will be supplied googly eyes, markers, stickers, yarn, and different colored construction paper along with the popsicle sticks.

Draw Your Own Superhero Cape Design. Show off your superhero accessories! Kids will be able to design their own superhero cape on paper to show of their own logo and hero colors!

Convention Scavenger Hunt. Can you find all the items related to the convention? As you explore BCAF, see if you can check everything off in this scavenger hunt challenge!

DIY Pokémon Cards. Create your own Pokémon! The library will provide blank templates of Pokémon cards where kids can design and draw their own made-up Pokémon. They can also create their Pokémon's moves, abilities, and status effects to use them in battle against each other to find out who is the champion once and for all!

Library Graphic Novels, Picture Books, and Kids Comics. The library will supply a variety of books related to comics or graphic novels if you want a quiet story-filled break or picture books you can read with your family.

Button-Making. Let your inner hero out! Kids can create their own superhero logo buttons that the library will press. They can either draw their own superhero or comic-themed buttons or press them using material provided by the library.

Teen Zone

Room 110C

10:00 a.m.-6:00 p.m. Drop-in Activities. All the following activities will be available in the Teen Zone during both days of BCAF XIII.

DIY Pokémon Cards. Create your own Pokémon! The library will provide blank templates of Pokémon cards where teens can design and draw their own made-up Pokémon. They can also create their Pokémon's moves, abilities, and status effects to use them in battle against each other to find out who is the champion once and for all!

Button-Making. Let your inner hero out! Teens can create their own superhero logo buttons that the library will press. They can either draw their own superhero or comic-themed buttons or press them using material provided by the library.

Instax Photo. Dress up with your friends for an Instax photo! We will have a superhero themed backdrop with photo props for teens to have their photos taken and printed to take home. Cosplay encouraged!

Snappix. Come create a satisfying-to-play-with piece of art! Teens will be able to create their own mosaic-style bead designs using Snappix fuse beads and sheets of black mesh canvas. No ironing needed!

Zine-Making. One of the librarians can give you a tutorial for making your own zine (little comic booklet)! We will show a few different ways of folding and cutting zines for teens to create their own stories, comics, art projects, poems, or whatever else. It's up to you! After the tutorial ends, the event will be drop-in, and teens can come in and out creating their own zine using materials we provide.

Create A Character. If you want inspiration to draw or write a new story, we got you covered! Using art and story dice, you can roll ideas for a new creative project you can start in the convention!

Nintendo Switch Gaming. If you are wanting to show off your Smash or Mario Kart skills, the teen room will have Switches and controllers you can use to find out once and for all who's the gaming champion.

Library Graphic Novels and Teen Comics. The library will supply a variety of books related to comics or graphic novels if you want a quiet story-filled break.

Quiet Room

Room 110DS

10:00 a.m.-6:00 p.m. Quiet Room. Shh...it's the Quiet Room. Need to take a break from the hustle and bustle of the festival? Visit the Quiet Room to relax, re-center, and enjoy a bit of peace before heading back out into the melee.

Gaming

Artists' Alley - Room 100 – Phoenix Fire Gaming Arena

11:00 a.m.-12:00 p.m. Lorcana with Phoenix Fire Games. Join Phoenix Fire Games for a demonstration on playing Disney's newest additions for their card game Lorcana!

12:00 p.m.-2:00 p.m. [Junior Tier] Unlimited Pokemon TCG Tournament 1. [Registration required.](#)

For the first time at BCAF, we're holding a Pokemon TCG tournament!

TOURNAMENT RULES:

- 1) For the Junior tournament, players **must be age 12 or below to participate**
- 2) "Unlimited" means that any cards printed in the history of the TCG are allowed so long as you follow the other standard rules of the game (decks must be exactly 60 cards, no marked/championship cards, no proxies. Remember in Unlimited there can be some inconsistencies in cards that will effect your strategy, such as Pokemon-EX and Pokemon ex not being the same)
- 3) Your cards must be sleeved and all of the sleeves must be the same
- 4) The tournament is "Single Elimination" - lose one game and you're out!
- 5) All judge decisions are final - if you have a disagreement about the rules, please raise your hand and stop play until a judge can help you. Be aware that you may be asked to repeat your previous actions if it is deemed necessary.
- 6) Kindness is mandatory! Players found not abiding by the Pokemon League or Library rules will be asked to leave
- 7) You are only allowed to enter one Pokemon TCG tournament during the duration of BCAF. Double entries are not allowed. If you are on the wait list for one tournament, you may sign up for another but must decide which tournament to participate in before play begins.
- 8) Registration for the event closes Friday, August 29th at 4pm. Remaining seats will be welcome to walk-in registration 30 minutes prior to the beginning of the tournament.

3:00 p.m.-4:00 p.m. Lorcana with Phoenix Fire Games. Join Phoenix Fire Games for a demonstration on playing Disney's newest additions for their card game Lorcana!

4:00 p.m.-6:00 p.m. [Open Tier] Unlimited Pokemon TCG Tournament 1. [Registration required.](#)

TOURNAMENT RULES:

- 1) For the Open tournament, there are no age restrictions
- 2) "Unlimited" means that any cards printed in the history of the TCG are allowed so long as you follow the other standard rules of the game (decks must be exactly 60 cards, no marked/championship cards, no proxies. Remember in Unlimited there can be some inconsistencies in cards that will effect your strategy, such as Pokemon-EX and Pokemon ex not being the same)
- 3) Your cards must be sleeved and all of the sleeves must be the same
- 4) The tournament is "Single Elimination" - lose one game and you're out!
- 5) All judge decisions are final - if you have a disagreement about the rules, please raise your hand and

stop play until a judge can help you. Be aware that you may be asked to repeat your previous actions if it is deemed necessary.

6) Kindness is mandatory! Players found not abiding by the Pokemon League or Library rules will be asked to leave

7) You are only allowed to enter one Pokemon TCG tournament during the duration of BCAF. Double entries are not allowed. If you are on the wait list for one tournament, you may sign up for another but must decide which tournament to participate in before play begins.

8) Registration for the event closes Friday, August 29th at 4pm. Remaining seats will be welcome to walk-in registration 30 minutes prior to the beginning of the tournament.

Room 110B

Role Playing Games

10:30 a.m.-1:00 p.m. DM Workshop with Lily and Ma'at. [Registration required](#). Want to learn to DM for the first time, or work out some issues you've been having as a DM? Join Lily Pannkuk and Ma'at Crook for a roundtable discussion with your fellow DMs as a workshop of ideas where you can get over your first time jitters, or get help dealing with your world building, rules arbitration, and more.

11:00 a.m.-2:00 p.m. [Teens Only!] 5e DND with Gabe and Wade Dial. [Registration required](#). TEENS ONLY! 5e Dungeons and Dragons run for teens by a teen (with his Dad to help)! First time players welcome!

11:00 a.m.-2:00 p.m. Prehistoric Portals with NatFun Podcast! [Registration required](#). Want to play test a map for a podcast while escaping from dinosaurs? Then join Jackie from NatFun and join our table for Prehistoric Portals! A 2-page survival TTRPG game system where players try to escape dinosaurs all while their character's skills, energy and dice get exhausted... will you make it out or will you become a dino snack?

11:00 a.m.-2:00 p.m. [Teens Only!] 5e DND with Aidric and Olin. [Registration required](#). Join co-DMs Aidric and Olin for another hand crafted, beginner friendly 5e DND adventure at BCAF!

The Morbid Extants and Malignant Ephemera of the Midway Express, and the Abscessional Robbery Thereof (Per Se)

In this fantasy Western-themed escapade, players are tasked with the dismantling of the infamous ghost train *Midway Express* that has bewitched the rail line since its untimely departure from its earthly binds some score odd years ago. Posing a great scare to the community, the local church has decided to gather together various motivated members of the town to dispel the ghost train and lay its undying necromantic soul to rest. You are one of these members, driven by motives as varying as philanthropic zeal to personal vendetta, to board the train and rob it of its spectrifying mechanism before the deathly incident of twenty years ago repeats, but with you on board! And let it be known— the train never runs late...

5e D&D (compatible with the 2024 versions) open to all skill levels. Western-themed 3rd-level custom characters are welcome, although we will also have pre-made characters (and trust me— we make fun characters) with established ties to the story!

3:00 p.m.-5:00 p.m. [Beginner Friendly] 5e DND AL Ice Road Trackers: Unsure Footing with Ma'at. [Registration required](#). Join Ma'at on an expedition to the Frozen North!

A trek toward Icewind Dale turns deadly when an avalanche blocks the heroes' passage through the Spine of the World. Rescued by a menagerie of strange creatures, the heroes are asked to return the favor in exchange for answers about what's happening in the cold and frozen North.

You may either bring your own 1st level character that follows the Adventurer's League rules here (<https://media.dndbeyond.com/compendium-images/ddal/reference-docs/03-2024/d&d-adventurers-league-player%27s-guide-v14.0.pdf>) or Ma'at will provide you with a pre-generated character.

Ma'at (pronounced "ma ought") Crook is an ENNIE award-winning artist, writer, and D&D adventure designer, often exploring themes of kindness and misunderstood monsters. They are the cartoonist for the webcomic, Demonstrative, and self-published comics and zines. In 2017 they began designing and illustrating D&D adventures, starting with their Bleeding Gate trilogy, and continued with more community-created content and official adventures for D&D Adventurers League.

3:00 p.m.-6:00 p.m. [Beginner Friendly] 5e DND with DandDaine! [Registration required](#). This level one adventure is beginner friendly! Join Dice Envy's 2019 DM of the Year DandDaine as he takes you through a level one D&D 2024 monster hunting adventure!

A cleric gives the party a list consisting of monster parts that she is looking to acquire for her "work." And she's willing to pay handsomely for your assistance! Could this deal be too good to be true? Come adventure with us to find out!

3:00 p.m.-6:00 p.m. 13th Age with Stephen. [Registration required](#). Join Stephen Guttridge for an adventure in the world of *13th Age*, longtime friends and supporters of BCAF! While this session will be run in First Edition, make sure to check out their newly released 2nd Edition as well!

Using pre-generated 2nd Level characters as a base, players will create one unique thing, flexible backgrounds, and determine their character's relationship to the major NPCs that define *13th Age*. After character creation, the players will then use their characters in a scenario influenced by the players' choices.

3:00 p.m.-6:00 p.m. Masks with Lily Pannkuk. [Registration required](#). Masks - a simple yet dynamic game, perfect for beginners and experts alike! Play as a teenage superhero, juggling life expectations, hormones, and your desire to be cool, with the overwhelming responsibility of saving the city. Pre-built characters will be provided, or you can build your own! This system is inspired by "powered by the apocalypse" for those familiar.

It's a school day in Daylight City - an absolutely ordinary day for most. But you're not like most people - you've just begun your career as a superhero, and you're ready to test yourself on something serious. A huge crash coming from downtown draws in all sorts of superheroes from around the area - but is this just an old building collapsing or is there something more mysterious at play?