

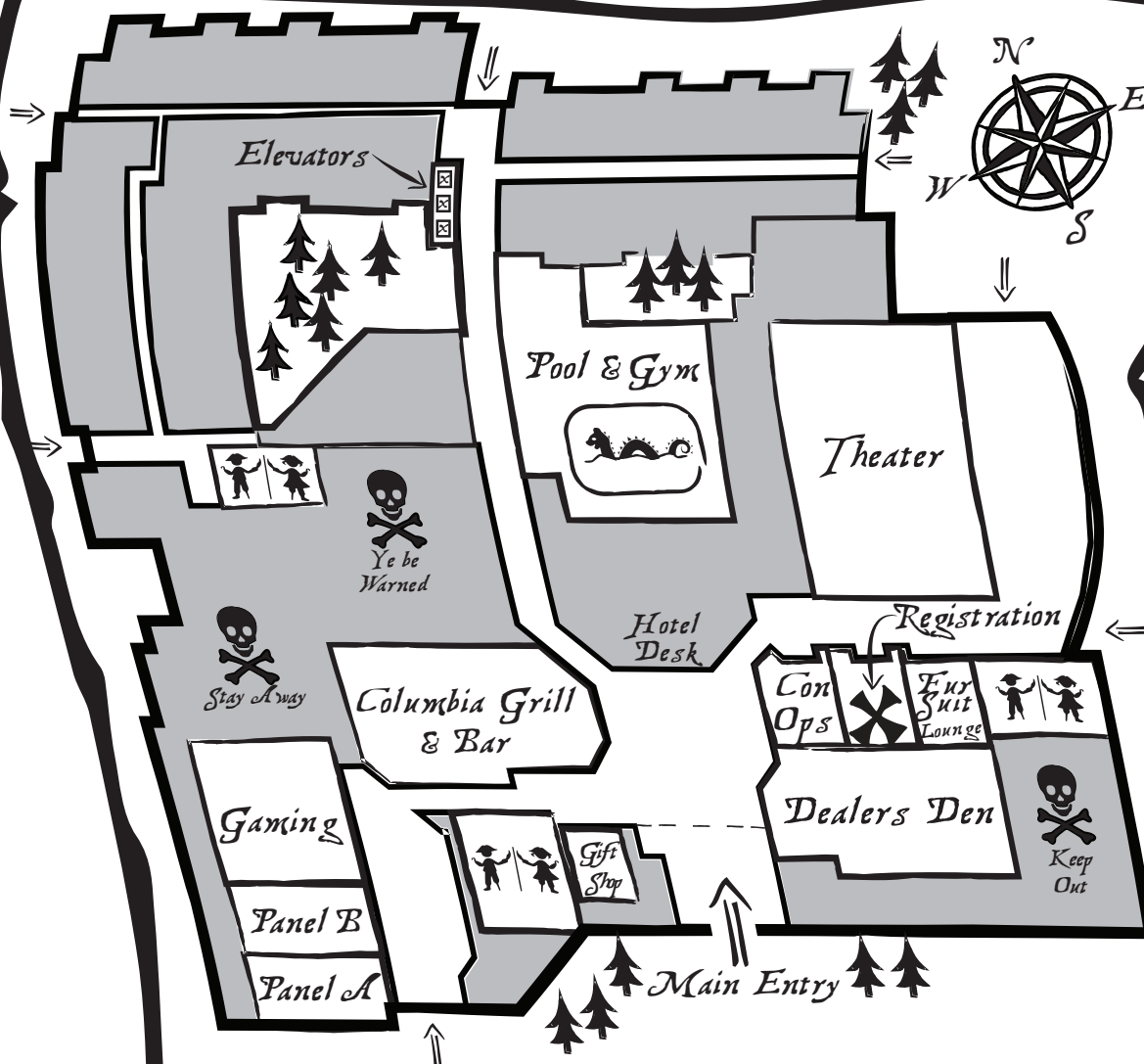
Furlandia



ADVENTURE
ON THE HIGH SEA

PORTLAND, OREGON

HOTEL MAP



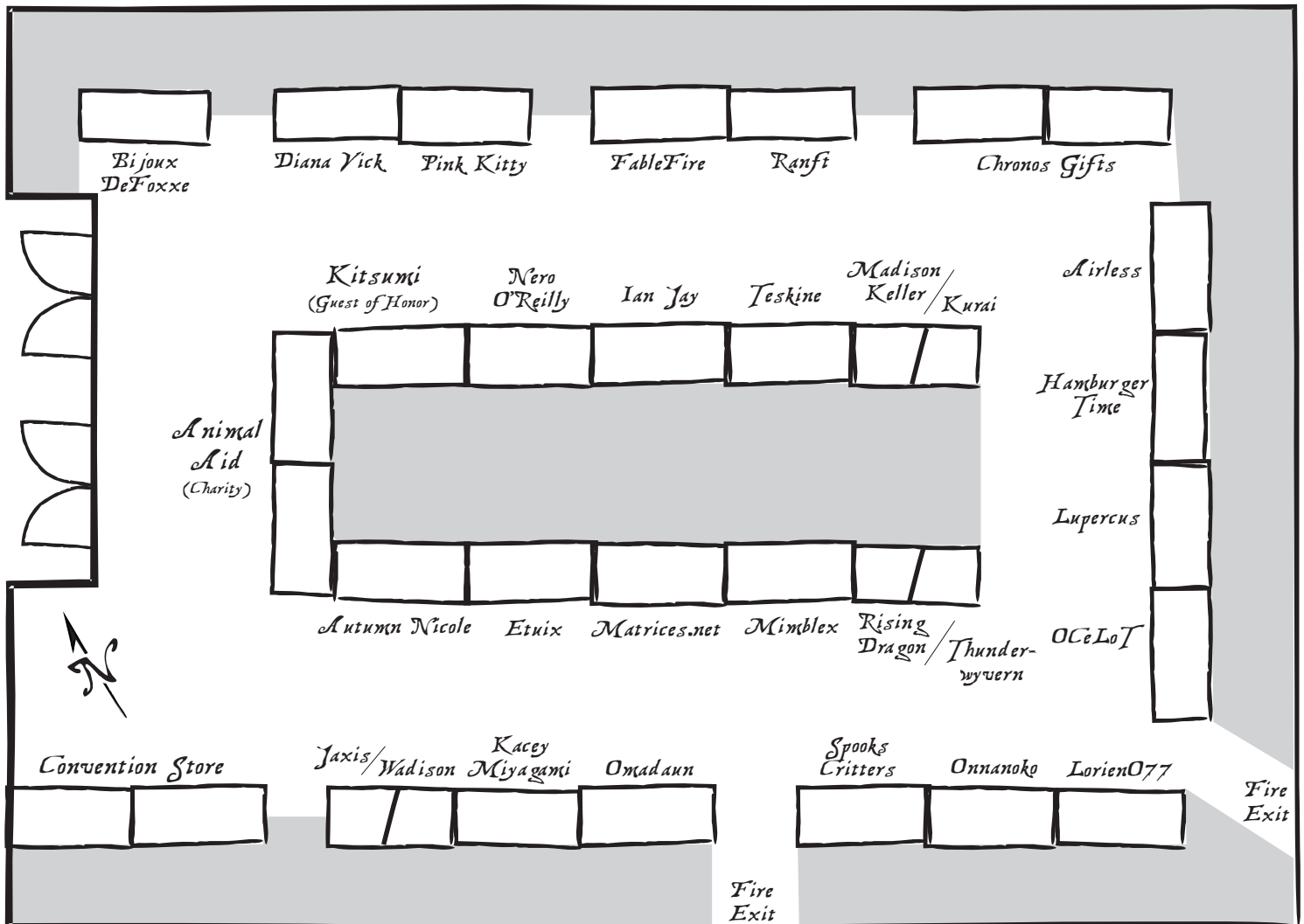
HOURS OF OPERATIONS

	Friday	Saturday	Sunday
Operations <i>(Cascade A)</i>	9am-12am	24 hours	12am-7pm
Registration <i>(Cascade B)</i>	10am-7pm	9am-7pm	9am-6pm
Dealers Den <i>(Mt. Adams)</i>	11am-6pm	10am-6pm	10am-4pm
Gaming <i>(St. Helens D)</i>	2pm-12am	12pm-12am	12pm-6pm
Hotel Gift Shop	5am-12am	5am-12am	5am-12am
Columbia Grill & Bar	5am-12am	5am-12am	5am-12am

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DEALERS DEN



RainFurrest 2015

*Adjuva tueri et defendere
regnum RainFurrest et alterum
conventibus Pacifici caurum!*



September 24-27, Seattle, WA

www.rainfurrest.org

LETTER FROM THE STAFF

Ahoy Maties!

It's my great pleasure to welcome you to Furlandia 2015: Adventure on the High Seas. What you see before you is the culmination of a great amount of time and effort on the part of our staff and volunteers, and I believe I can speak for all of us when I say this event has been a long time in coming.

Thinking back to when I first became involved with Furlandia, being asked to help throw together an entire convention with just a few months notice, it seemed an impossible task, and it's hard to believe that we're now in the midst of year three. It's been an incredible experience, I've met and worked alongside some fantastic people, and to anyone thinking about joining the crew of the jollyboat Furlandia, I highly recommend it; We're always looking for more salty sea dogs to help swab the deck and hoist the foresail (or staff the registration computers and check badges, as the case may be.)

None of this would have been possible without the hard work and dedication of our staff and volunteers. This year, special thanks go to Jaden Chee for his work with Furlandia's computer technology, to Con Chair Triss Winter-

dusk for his tremendous efforts prior to his departure for personal reasons, and to Vice-Chair Lumio Draco for being able to pick up the load.

Portland always has to be a little different, and one of the ways this manifests is our overarching theme of progressive eras. In the course of a single year we've evolved from the iron age all the way to the Golden Age of Piracy, a period from 1650-1730 characterized by daring naval battles with swashbuckling pirates amidst the Caribbean colonies. Whether you're a buccaneering pirate, a captain of the royal navy, a merchant skipper, or a simple dock-side tavern wench, we hope that Furlandia 2015 offers you an adventure on the high seas.

Next year's theme will revolve around the industrial revolution, but until then me hearties, weigh anchor, hoist the mainsail, and be on the lookout for sails to pillage, for we'll have their booty, and we'll send the blaggards to Davy Jones's Locker.

Welcome Aboard!

— ChaseFoxy

Furlandia Gaming Department

WELCOME FROM THE HOTEL

Welcome Furries,

We would like to extend a very warm welcome (and welcome back those returning this year). It is our pleasure to host the "Furlandia 2015: Adventure on the High Seas" convention at the Sheraton Portland Airport Hotel this weekend.

At the Sheraton, the care and comfort of our guests is our primary concern, and please know that the staff is here to assist in whatever way possible to ensure the success of your stay with us.

We would like to invite you to enjoy a few of our amenities during your time with us.

The Columbia Bar and Grill will be offering a special

\$10 menu of dining fare that is sure to please the palate and fill you up. Please show your convention badge to your server to receive this special menu. Also, don't forget to enjoy a special cocktail at the bar made by our very own all-star bartender Rocky.

DragonTree Holistic Day Spa would like to invite everyone to come and enjoy a nice relaxing massage, facial, or body treatment at 10% off the menu pricing. Just show your convention badge to receive your discount.

Again it is a pleasure welcoming you and we do wish you a weekend full of fun and festivities.

Sincerely,

Mike Daley

General Manager, Sheraton Portland Airport Hotel

GUESTS OF HONOR

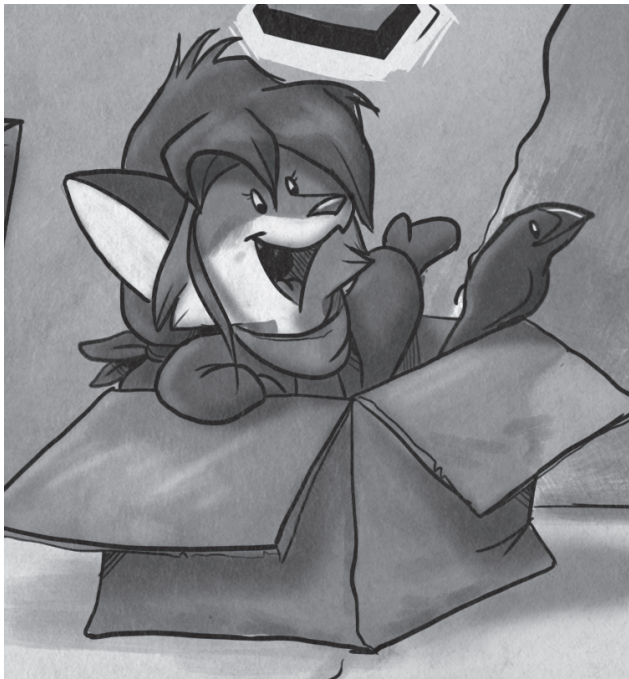
Fursuit: Ognas

Ognas is a newcomer to the furry community. She has been a part of the local community for a couple of years. She attends meet ups in the local area and loves meeting new furies. Since then she has created many fursuits and has been bettering her style. With very affordable prices and stunning work, many of the furs who receive work from her say she is very understandable and easy to work with. She always makes sure people get what they want, and won't quit working on it until there are no complaints to be made about the fursuit. She strives to improve her fursuits and continue to work on making better fursuits for years to come!

Before discovering the furry fandom Ognas spent several years at a community college going for a degree in Zoology and Graphic Design, on the side she played video games and was cosplaying. It wasn't until she started watching other fursuit makers on DeviantArt that she wanted to create "one of those furry costumes." She set up to create Raz the Raichu for the Pokemon X & Y release back in 2013. From then on she has been a part of the furry fandom.



Artist: Kitsumi



Kitsumi has been a long time fandom artist, having attended the very first Further Confusion and Rainfurrest with roots dating all the way back to FurryMUCK and Yerf! She has attended a number of conventions since (too many to count), and was a guest of honor along with Keovi at Califur in 2008. Some of her artwork is published in the Ironclaw line of RPGs (Ironclaw and Jadeclaw, and supplements Rinaldi and Phelan). Her community art projects include contributions to the Wild Cats of the World card deck, and the Pathfinders Totem Cards deck. Her favorite mediums include watercolor and ink, and emulating real media textures in digital media. She like to draw cute animals in humorous settings and comics, but on the other end of the spectrum she loves to create serious work themed in feudal japan or medieval weaponry and armor. Kitsumi works independently from home on various freelance projects ranging from her personal work, illustrations, storyboards, pro bono work for local animal rescues, animation, and is always up for fandom commission work and streaming work online for her fans at Tigerdile (<https://www.tigerdile.com/stream/kitsumi/>).

She relocated to Portlandia a couple years ago, and shares home workspace with her house bunny, sun conure, and gourami. Visit her website at: www.kitsumi.com

CHARITY

Animal Aid

Animal Aid is a non-profit, no-kill organization that has been in existence since 1969. Our mission is to reduce animal birth rates and animal suffering through educating the public about spaying and neutering, offering financial assistance to community members who cannot afford urgent veterinary care, and finding permanent homes for animals in our care, including those with special needs. We house cats in our free-roam shelter in Southwest Portland and dogs (and a few cats) in loving foster homes.



Every year in this country alone, close to five million dogs and cats are euthanized in overcrowded animal shelters and hospitals. Additional animals suffer and die needlessly in every neighborhood. This is not a new problem; it's existed since these animals were introduced into our culture.

About thirty years ago, local talk show host Jack Hurd decided to do something about this situation. The idea was to find a way for animals to live long, normal healthy lives.

Animal Aid grew from his desire to help alleviate the need-less suffering and death of homeless animals.

Over forty years later, Jack Hurd's vision is still going strong! In addition to our rescue and adoption programs, we have the Animal Aid Fund for Urgent Veterinary Care (AAFUVC), which provides direct grants through several local veterinarians to assist their clients when faced with unexpected, critical veterinary needs. AAFUVC also sup-

ports our Helping Hands program, allowing us to offer as much as one year of financial assistance to adopters of special needs animals. Through our Synergy Grants, we are able to offer help to other local animal welfare agencies whose missions are consistent with our own. Our newest program, C-SNIP (Canine Spay/Neuter in Portland) is a partnership with the Portland Animal Welfare (PAW) Team. Through C-SNIP, Animal Aid is providing financial subsidies that will allow PAW Team to spay/neuter an additional 1000 dogs of homeless and extremely low-income Portland area residents.

We do all of this with a small paid staff and the assistance of scores of dedicated volunteers. The vast majority of our funding comes from private citizens through donations, bequests, and through adoption donations. We are thrilled that Furlandia 2015 has selected us as this year's sponsored charity, and hope to see many of you as volunteers, adopters, and donors in the future!





THE ADVENTURES OF KATASHI

BY TOXIC SMOKE

Episode I

The Adventure Begins

“Hold him off Katashi I’m going to blast us a way out of here,” Ketsuki said as she concentrated on the wall in front of her. She could hear the blades and magic in the next room from Katashi. “Ketsuki HURRY UP!” As Katashi yelled those words the wall in front of Ketsuki exploded into pieces with a thundering slam.

“Ketsuki, hurry up I can only hold this for so long.” “I’m a little busy Ketsuki, this guy just won’t stop!” “You have thirty seconds and your on your own.” “Roger that.” With a last ditch effort, Katashi let his enemy get a direct stab into his shoulder, allowing him to blast the enemy through a wall with his powerful magic spell.

“Coming Ketsuki!” “Took you long enough... and you’re wounded again! Your such a handful sheesh!” “Enough yapping lets get out of this hell hole” “We still have a four day journey through these woods, and its almost dark. We need to find a camp soon.”

Two hours later. “Hey Ketsuki are you okay?” “I’m alright Katashi, why do you ask?” “It seemed to take you longer than normal to destroy such a small wall.” “Did you get wounded during the chase?” “No Katashi, I’m just thinking about how we are going to stop Kenkai from taking over our homeland.” “Hey Katashi! Let me see the wound on your shoulder.” It’s okay Ketsuki, I’m fine. It’s already healing.” Katashi starts rubbing his shoulder and smiles revealing that he has two canine teeth. Ketsuki smiles as she remembers that Katashi is a Specialist in the healing ability. “Lets get some Sleep.” “We leave at first light.”

“General Shi Kai, we have located the kid.” “Very well.” “We have Kenkai Scouts on there trail as we speak, they should reach them before the next moon.” “I want the kid alive! You can kill anyone else.” “Yes, sir.” “If you bring me the kid you will be very wealthy. But... If you fail me, you will pay the ultimate price Rinku.” “I will not fail you sir.”

“Ketsuki, stop, I think we are being tracked!” Katashi stops and listens for movement in the wind with

his sharp pointed dog ears. “We need to get under cover now! There are trained Kenkai Scouts near, around five of them.” Ketsuki looks at Katashi. “Its too late! We are going to have to fight them.” Katashi tilts his head in thought. “Ketsuki do you still have your mage staff?” Ketsuki shakes her head. “No, it broke on our last mission.” Katashi sighs. “Start charging your magic! I’m going to try to slow them down.” Ketsuki plugged herself into a tree just off the path as Katashi unsheathed his swords and ran off in the direction of the Kenkai Scouts.

“Halt! There is someone coming.” “You two go west, you two go east to the village. I’ll stay back and take care of this person.”

Katashi jumped from a tree just off the path. He landed right in front of the lone Kenkai Scout leader. “State your business or prepare to die.” <The scout leader takes a smooth purple stone out of his pocket.> “Roger, this is the kid.” Katashi stared into the scout leaders eyes. “I’m going to give you five seconds to leave before I turn you into ashes, you worthless scum bag!” The scout leader smirked. “I would love to see you try. You don’t even know how to use your powers to their full extent, Katashi Hoshimoto. I know more abut you then you do.” Katashi charges the scout leader with swords glowing blue from magic. The scout leader laughs. “You call that a magic aura?” As he continues laughing Katashi jumped into the air and swung both swords down towards the scout leader. At the last second, the scout leader pulled out two long knives glowing with green aura, and blocked the attack. Locked in combat, the scout leader unleashed his magic aura knocking Katashi back a few feet.

Katashi regained his footing and faced the scout leader. “I’ve never seen such a huge aura before, as well a green one.” The scout leader smiles. “Now you can what true power is boy! I can show you how to release this power.” Katashi looks disgusted. “I would rather die then trust a Kenkai! My friend tells me that if I need more power to simply close my eyes and let the magic control me.” The scout leader sighs. “Your friends are pathetic, they know

nothing of your powers. Your friend Ketsuki calls you a master healer with magic, but its not your ability or skill, its your power that is healing you at a freakishly fast pace.” Katashi shook his head. “I’ve heard enough, prepare to die!”

As Ketsuki waits in the trees powering up for the battle ahead, she starts to hear people coming down the trail at a fast pace. A second later they come into view. “Stop right there you Kenkai scum!” The two man scouting party looked at her. “What are you going to do about it little girl?” As they responded Ketsuki was thinking: *I can’t take both of them at the same time! Damn it! I can’t let them into the village either!* “I am going to stop both of you from getting to my village!” she said while pulling out an extending staff and preparing for battle. The scouts looked at her and chuckled. “You think you can take us on with such a basic weapon? Your pathetic!”

Ketsuki stands her ground as both Kenkai Scouts charge her with there katanas at the ready. When they were steps away Ketsuki tightened her grip on the staff and started running her golden aura through it. Thinking to herself: *I have to defend the village! Failure is not an option!* As the scouts close in one yells at her, “Now you will know not to challenge Kenkai Scouts little girl! Prepare to be destroyed!” Ketsuki and the Scouts clash. Ketsuki is forced into defensive moves as the scouts come in aggressively. She rapidly blocks their onslaught with precision. At the same time she notices that she is rapidly losing the magic she was powering up for.

“Give up now and we won’t kill you!” Through gritted teeth she answered, “I will never give to the enemy!” As she said the last word the Kenkai Scouts knocked the staff from her hands. Now unarmed Ketsuki tries to use her magic but is unable to. She starts thinking: *I wish Katashi were here to save me.* She starts to cry as the scouts closed in on her laughing.

Katashi kicked the Kenkai Scout leader back a few feet. While the scout leader regained his footing Katashi was secretly powering up his magic. “Nice kick, but your going to have to do better then that to beat me!” The scout leader wiped the sweat from his forehead and started to rotate the blades in his hands rapidly changing the into a staff with blades at both ends.

The Kenkai Scout grinned as he slowly made his way towards Katashi, “We’re going to end this now little boy!” Katashi ready’s himself then makes his move. Sending one of his swords stabbing through the air at the scout leader. The scout leader blocked the attack with a bladed

end of his staff with ease. Katashi noticed that his approach wasn’t going to work and began breaking down his swords into smaller blades. Katashi ran all his power through his two blades as he charged the scout leader. Seeing the rapid approach of the raging Katashi the scout leader begins to rapidly spin his weapon and charge.

Katashi caught by surprise by the sudden affront started blocking furiously with his blades. Blocking most of the attacks and only getting grazed by the some of the blades.

As Katashi looked down he saw his blood on the ground and went into a blind rage as loses control. As this happens the Kenkai Scout leader starts wondering: *Is this his full power?* The Kenkai leader keeps attacking Katashi. His bladed staff could not puncture Katashi’s magic aura: which is five feet in diameter and circling him in a protective shell. Standing in front of the scout leader he says, “I have now awakened my powers that dwell inside me. There is no escape!”

Now the Kenkai Scout leader is fearing for his life. He tries to make an escape. Katashi catches up to the fleeing Kenkai Scout leader and sliced through his knees and stabbed him in the chest in rapid procession with his aura alone which is now the darkest purple and storming around him like a hurricane.

As one of the Kenkai Scouts got within blades reach from Ketsuki he got knocked down by a flying magic aura. As this happens a woman dressed in all black jumps out from behind the bushes with a magic projectile weapon. The other scout looked toward her as she appeared. Ketsuki stabbed the scout in the throat with her friends blade.

“Thank you for helping me, I would have been a goner if it wasn’t for you.” “You don’t have to thank me, we need to find your friend he may be in grave danger!” Ketsuki looked at the woman with a very concerned look. “Why is he in danger?” “I’ll tell you after we get him to a safe place.” “Alright lets go. The last time I was him he was heading up the trail to block off some scouts.” “Let’s get going General Shi Kai will be sending more scouts once these ones don’t return.”

Ketsuki and the unknown woman march up the trail in search of Katashi. After about fifteen minutes they came across Katashi sitting on a log crying, thinking to himself: *What happened here? Did I kill Him?* and the mutilated corpse of the Kenkai Scout leader, who’s body is now splattered over the forest floor. Ketsuki rushes over to Katashi and wraps her arms around him. “It’s going to be okay Katashi,

this lady came to my aid. We're going to get to a safe place" The lady in black walked up to them with a sense of urgency. "We need to get going before sunset, I don't want to be trapped out here at moonfall." Katashi looks to Ketsuki with a confused look behind tear filled eyes. "Who is this woman Ketsuki? Why is she helping us? And, why does my body feel so weak?" "Don't worry about that now I'll tell you soon enough Katashi. All I will say is, I am trying to end this war, and your going to help us." "What do you mean by 'Help Us'? Is there more of you?" "Yes, now we have to get going. I'll tell you everything once we reach our destination." As Katashi, Ketsuki, and the unknown woman walk off, the sun begins to set.

"We will be arriving shortly, But I have to ask you to power your magic down. After this tree the Kenkai will be able to detect any magic auras within this hideout." Katashi looked at the woman with a look of distrust. "How do we know you won't kill us once we power down?" "Because I shot a magic aura I had to injure myself." Katashi nods. "Very well, but first let me heal you before we enter." "NO DON'T! The Kenkai will be able to pick up your magic aura!" "Why's that?" The lady in black shook her head. "We need to get inside and then I will tell you." As they proceed to go to the hideout, the unknown woman opens a kink in the tree, and pulls a lever that revealed a hidden door behind a waterfall in the distance.

"Okay, now your going to tell me everything!" "Very well, a promise is a promise. These people known as the Kenkai are not a small are army. They are trying to take control of the world by force." "So, what does Katashi have to do with it?" "Good question! Katashi Hishimoto is one of only seven known weapons. The other six are dead. He is the only living magical weapon in the world that still can be used." "So your saying the Kenkai army needs me to help them conquer the world?" "Yes, they are going to channel the magic power from your hidden aura inside your very being. Have you ever lost control and didn't know what you were doing? Have you ever not been able to explain the extreme aura surrounding you? That's because your special aura magic is taking control of you." Ketsuki looks at the woman. "So how are you going to help my Katashi-Kan?" "I know some people who can help him to control this power. Then we can use it to defeat the Kenkai once and for all!"

"So what your saying is, you want me to help you destroy the Kenkai because you know I am a magical weapon." "Yes, we can only defeat the Kenkai with your help. Are you going to help us?" As Katashi sits there thinking

of the answer, he starts getting angry that people only want him for his powers. He thinks back to his younger years, when his Sensei told him that one day grave things will happen, and he must trust in himself to do the right thing, and only you will know what is right. "I just want to get back to the village. I don't want to get caught up in a war. I'm sorry." "Well, if you change your mind come back here and tell the waterfall that Correll sent you." "Do you mind if we stay here till sun up?" "Yes stay here, after sun up I will show you the path to the village then." Correll took a deep breath. "I really hoped you wee going to help us." "Sorry, where can we sleep?" "Follow me." As they walked down the corridor Katashi and Ketsuki noticed strange rooms. They looked like training rooms for different types of magic, as well as weapons. Once Katashi and Ketsuki got to their room Correll turned and went into a hidden door to their right.

"Wow Katashi, this room is so nice it even has a electronic shower!" "Yea, yea, I just want to get back to our village." "What's gotten into you? I was only saying I liked the room! Sheesh!" "I'm sorry it's just that the Kenkai want to take me and use me to control the world, and this woman Correll wants to use me for a defense to stop them. Who knows if she would do so. She could use me to destroy much more

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than the Kenkai have.” “That’s very true Katashi, but you have to trust in what you believe in. It’s the only way to know. Now lets get to bed we have a long trip at sun-up.”

Ketsuki is the first to wake during sun-up. She shortly finds Correll. “So how was the night?” “It was great. Very nice rooms. Uh, I have another question for you Correll, how do you know so much about Katashi?” “Well, I have been searching for a special aura that is unique. When I find on I follow them until they release that aura. All the special auras have a unique about them.” “What’s that?” “Well, when someone releases their aura or magic, it will stay very close to the body, depending on the strength and skill of the person. In Katashi’s case his aura not only expands more then five feet, his aura also spirals with a different color, he gains strength and becomes magically stronger. This is why I want Katashi to help us defeat the Kenkai.” “What do you mean by us?” “Well I told you I searched for special auras. I also found people who are extremely good in certain magics and auras. Well, actually it’s just on person, he is the person who knows how to make Katashi’s aura and magic controllable.

Katashi rises from the bed and notices the Ketsuki is gone. He starts to search around the room looking for her as she walks in the door with Correll. He smiles and his worry goes away.”Well we need to get back to our village.” Correll looks around worried that the only hope to destroy

the Kenkai is going to leave. “I need you to help us Katashi, please your my last resort, please help us destroy the Kenkai.” “I’m sorry Correll, I can’t help you now. I just need to get back to my village. Can you please point us to the path?” “Very well, follow me.”

As Katashi and Ketsuki walk down the path to there village Correll starts to cry. She see’s the only hope walk away into the thick mist.

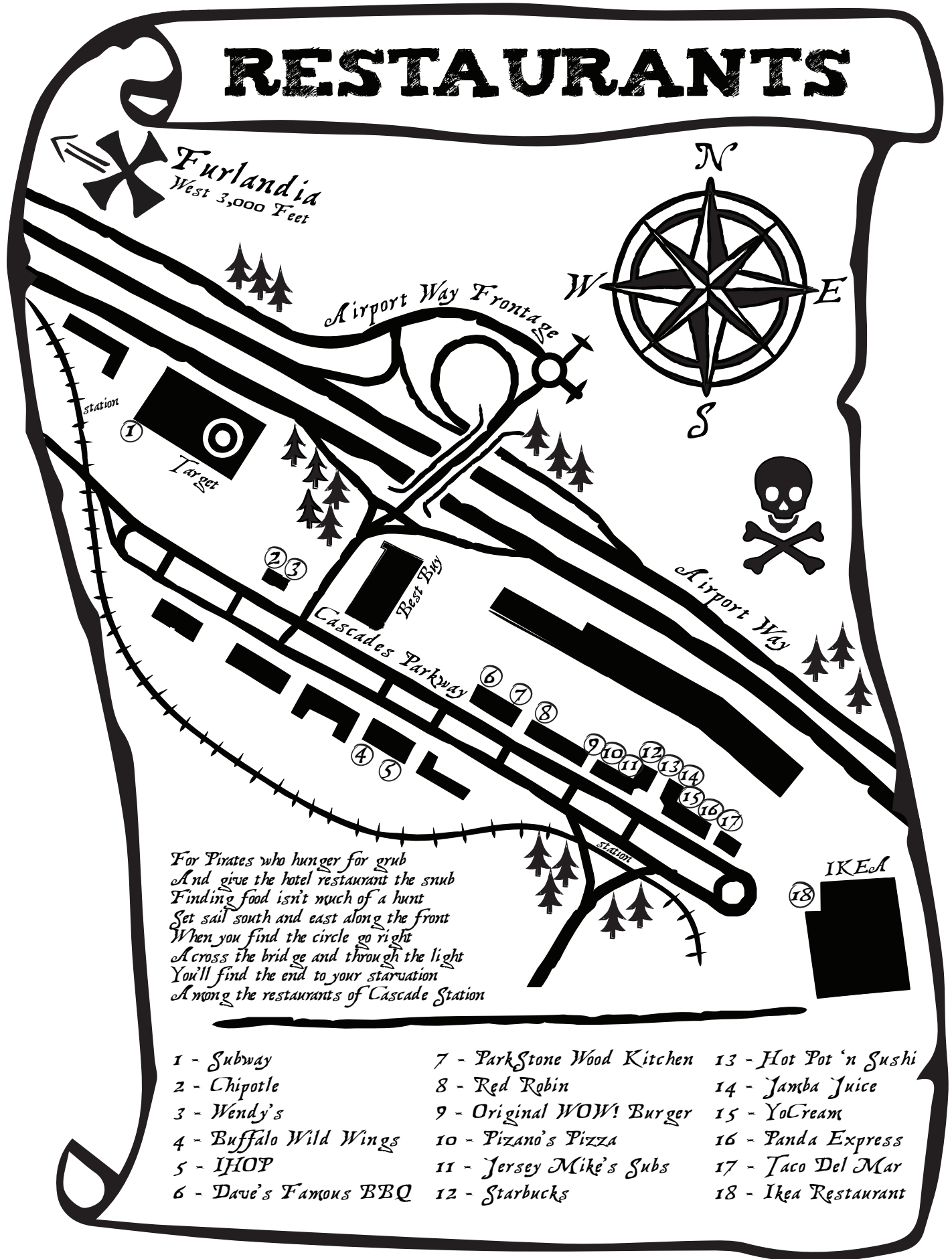
“Hey Katashi, I was wondering what we were going to do when we get back to the village?” “I was going to consult my Sensei and see what he has to say about the situation. Then I am off to the hot springs!” “The hot springs do sound nice right now.” They both let out a sigh of relief and smiled as they walked back towards their village. “Well we will be back in about two hours Katashi. I’m going to talk to my family. I will meet back up with you after lunch.” “Sounds good to me.”

“Hey Katashi, I can see the lake. We are close only another fifteen minutes!” Ketsuki jumps for joy. “Hey Katashi what’s wrong? Aren’t you happy that we are going back home?” “Yes Ketsuki, I am happy, but I have a strange feeling I forgot something. Something very important.” “Oh well, what ever it is it sure can wait.”



Art by Serenakitty

RESTAURANTS



SCHEDULE OF EVENTS

Friday

	Panel A	Panel B	Gaming	Theater
9:00 am	Panel Rooms Closed		Gaming Closed	Theater Closed
10:00 am				
11:00 am				
12:00 pm				
1:00 pm				
2:00 pm	Fursuit Maker Meet & Greet	This is Your First Con?	Open Gaming Furry Gamer Social	Opening Ceremonies
3:00 pm	Fursuiter Meetup	Artist Meetup	Open Gaming Showcasing: Nordguard	
4:00 pm	Panel Rooms Closed			
5:00 pm	Plushie Fusion	Beyond the Fur Con	Open Gaming Showcasing: Settlers of Catan	Theater Closed
6:00 pm	Tail Workshop	Sexual Health	Open Gaming	Karaoke-Fu
7:00 pm		Movie Showcase: Robin Hood		
8:00 pm	Ear Workshop	Repo: The Genetic Opera		
9:00 pm	Yiffy Figure Drawing (18+ only)		Open Gaming Showcasing: Super Mario Bros.	Plunder & Dance
10:00 pm	Panel Rooms Closed			
11:00 pm				
12:00 pm				
1:00 am			Gaming Closed	

Saturday

	Panel A	Panel B	Gaming	Theater	Foyer
9:00 am	Panel Rooms Closed		Gaming Closed	Theater Closed	Sat'day Mon'in Toons
10:00 am	Fursuit Making for Beginners	Animal Aid			
11:00 am		What is Ingress?			
12:00 pm	Fur-sketching Crash Course	Why Watch My Little Pony: Friendship is Magic	Open Gaming		Ice Cream Social
1:00 pm	Furry Writers' Guild Meet and Greet	Have you come out as Furry?	Open Gaming Showcasing: Game of Life: My Little Pony Edition	Furries of Dance	Art Space & Hangout ↓
2:00 pm	A Reading by Mary E. Lowd	The Clowning Linguist: How to Write Humor		Fursuit Parade	
3:00 pm	Fursuit Care	Do you REALLY want to start a Con?	Open Gaming Showcasing: Twilight Imperium	Theater Closed	
4:00 pm	Writing 101	Furry in Anime		Furlandia's Got Talent	
5:00 pm	Critique Groups	Femboi 101		Dance yer' Paws!	
6:00 pm	Panel Rooms Closed		Open Gaming		
	Shanty Sing!				
7:00 pm	Yifferpiece Theatre		Open Gaming Showcasing: Smash Bros.	Charity Art Auction	
8:00 pm	(18+ only)			Theater Closed	
9:00 pm	Puppy Play 101		Open Gaming	Plunder & Dance with DJ Swift	
10:00 pm	(18+ only)				
11:00 pm	Panel Rooms Closed				
12:00 pm			Gaming Closed		
1:00 am					

Sunday

	Panel A	Panel B	Gaming	Theater
9:00 am	Panel Rooms Closed		Gaming Room Closed	Theater Closed
10:00 am	Con Badge Workshop	Christian Furry Meetup		
11:00 am	Fur-shading Crash Course	Science Q&A		
12:00 pm	Dynamic Furry Drawing	Airheads Anonymous	Open Gaming Showcasing: Mario Kart	Fursuit O'lympics
1:00 pm	Advanced Fursuit Making			
2:00 pm		Hiss & Purr	Open Gaming	
3:00 pm	Panel Rooms Closed			
4:00 pm			Open Gaming	Closing Ceremonies
5:00 pm				Theater Closed
6:00 pm			Gaming Closed	

EVENT DESCRIPTIONS

Listed by Day & Time

Friday Events

Friday 2-3 p.m.

Meet & Greet with Fursuit Maker Guest of Honor

Ognas

St. Helens A

A great way to have makers from all over talk about what they do and to share the different ways fursuits are made. All are welcome to join to learn from others with experience.

This is you first Con?

Gene

St. Helens B

Never been to a Furry convention before? Let us give you a tour of and provide some helpful tips and tricks to make your time here even better! Furry convention veterans are welcomed to come and help welcome our newcomers! Special guests: Dragonfly Goodnight, Tuxedo Kitty & Lumio Draco

Furry Gamer Social

Furlandia

St. Helens C & D (Gaming)

Have a quick visit with your fellow gamers. Talk strategy, meet potential teammates, and discover new games. Gamers of all kind are welcome!

Friday 3-4 p.m.

Fursuiter Meetup

Ognas

St. Helens A

No one knows fursuiters like other fursuiters! Stop on by to meet up with old friends and make new ones.

Artist Meetup

Omadaun

St. Helens B

This panel lets people meet the artists and creator behind "Dragon Blues". The panel will discuss the process behind the creation of the comic, other works he has created and future plans. At the end will be a Q&A.

Gaming Showcase: Nordguard

Furlandia

St. Helens C & D (Gaming)

Learn to play the cooperative map-building card game featuring art by Tess Garman and Teagan Gavet. Teams of players must work together to cross a random-generated map, with seven main characters novel with different abilities.

Friday 4 to 5 p.m.

Opening Ceremonies

Furlandia convention committee

Mt. Hood

It is upon us! We must carefully plan to slay the multitude of menacing, eldritch creatures from the deep before we set sail on the greatest Adventure on the High Seas. *hiccup*

Friday 5 to 6 p.m.

Beyond the Fur Con

Acton

St. Helens B

For some attendees it is impractical to go to other furry conventions with other interests outside the furry community. In this panel, we discuss what other geek fandoms and conventions are out there in the Northwest and integrating our furry interest into anime, science fiction, steampunk, and other fandoms.

Friday 5 to 6:30 p.m.

Plushie Fusion

Kite

St. Helens A

Create your very own unique plushy from a variety of stuffed animal parts, stitching together a cute (or ferocious) plushy friend to add to your collection, or as fun gift for someone else. Perhaps you'll create the next hit furry species! No experience needed. Basic sewing instruction and supplies will be provided.

Friday 5 to 8 p.m.

Gaming Showcase: Settlers of Catan

Furlandia

St. Helens C & D (Gaming)

Learn to play Klaus Teuber's classic board game, often

Friday Events

called the best board game ever written. Build settlements, cities, and roads to connect them as your settlers conquer the island of Catan.

Friday 6 to 7 p.m.

Sexual Health

Cascade Aids Project

St. Helens B

Let's have a talk about the birds and the bees....or the bees and the bees...or is birds and the birds? Whatever point is it is always good to have information to play safe and know what services are out in the community to keep safe.

Friday 6 to 8:30 p.m.

Karaoke-Fu

Furlandia

Mt. Hood

Are you a master of classic metal song air guitar technique? What about rock ballad falsetto technique? If yes, then bring your vocal weapons of choice to the showdown of the centu— Oh! It's my song! ROXXANNNNE!!! YOU DON' HAVE TO TURN—

Friday 6:30 to 8 p.m.

Tail Workshop

Ognas

St. Helens A

You forgot your tail?! No worries, we got you covered. Bring your supplies and we'll teach you how to sew one together. Don't have furry material on hand? No problem! We have supplies for 30 ready to make tails.

Friday 7 to 9 p.m.

Movie Showcase: Robin Hood

Portland Furs

St. Helens B

Know about Robin Hood? Have you seen it or wish to see it again? We'll be happy to accommodate! Experience the 1973 animated film that many refer to as THE SOURCE.

Friday 8 to 9:30 p.m.

Ear Workshop

ChaseFoxy

St. Helens A

No Ears? No Problem! In this hands-on workshop we'll show you basic construction techniques, and walk you

through making your own pair of furry ears to wear around the convention and beyond... Basic materials will be provided, including fur and headbands, but you're welcome to bring your own materials as well. Seating is limited due to the hands-on nature of the workshop.

Friday 9 to 10:30 p.m.

Repo! The Genetic Opera Presented by The Oregon Donors

The Oregon Donors and Friends

St. Helens B

There is a little repo love everywhere you go. Even in the furry fandom! Join the Oregon Donors fun Organ games, and listen to the people who put on a live show here in Portland every month! Rated M or Mature enough. May start immediately after the screening of Robin Hood. Best to be early!

Friday 9 to 11 p.m.

Gaming Showcase:

Super Mario Bros. vs. Furlandia

Furlandia

St. Helens C & D (Gaming)

Test your wits and your skill with the Nintendo classic Super Mario Bros. Whether it's speed runs or catch the flag don't forget the ultimate goal: Be the best at Furlandia! Team sign-up sheets will be available in Gaming. Limited number of teams allowed.

Friday 9:30 to 10:30 p.m.

Yiffy Figure Drawing (18+ Adults Only)

Zavian

St. Helens A

In this panel we will discuss adult furry art. What and what not to include. Putting the sexy in your poses as well techniques to improve your figure drawing skills when drawing yiffy art.

Friday 9:30 p.m. to 2 a.m.

Plunder & Dance

Swift

Mt. Hood

DJ Swift returns to Furlandia. Time to dance the night away with 500 of your closest friends!

Saturday Events

Saturday 10 to 11 a.m.

Be A REAL Furry Friend: Ways to Support No-Kill Rescue in Your Community

Animal Aid

St. Helens B

It's given: Furry Friends like animals, right? Learn about ways you can make life better for companion animals by helping no-kill rescue organizations, promoting spay-neuter and other aspects of responsible animal guardianship, and helping animals in need of urgent vet care and other support whose guardians are unable to fully provide for them. We are Animal Aid, a dog/cat rescue that is one of Portland's oldest no-kill organizations – and we need volunteers, adopters, and donors to fulfill our mission!

Artistically inclined? Don't miss our "Animal Aid Sketch Contest" – bring your own art supplies or we'll provide paper and drawing implements. You'll pick from a selection of our currently adoptable animals – the winning pictures will be featured in our social media and website to promote the furry friends you've depicted! We'll also have a few prizes for the best artists.

And THANKS to Furlandia 2015 for picking Animal Aid as a sponsored charity – our homeless little furry critters need all the friends they can get!

Saturday 10 to 11:30 a.m.

Sat'day Mo'nin Toons

Furlandia

St. Helens Foyer

Watch some classic toons with your friends! Pajamas, pillows and blankets are not required.

Saturday 10 a.m. to 12 p.m.

Fursuit Making for Beginners

Grace

St. Helens A

This goes over what materials used to build a fursuit and where to find them. How to start constructing the foam head, and the different ways to carve and shape foam to help achieve the shape and animal someone is going for. This would also go over hand-paws, feet-paws tail, and arm-sleeves.

Saturday 11 a.m. to 12 p.m.

What is Ingress?

Gene

St. Helens B

Is it a game, or real? Come learn about the game that is being played all over the World. Learn about the game, pick a side, and help the world.

Saturday 12 to 1 p.m.

Fur-sketching Crash Course

Kittenmod

St. Helens A

In this panel we'll go over tips and tricks for sketching out characters from head to tail. If you'd like help on something, remember to bring in your sketchbooks!

Why you should watch My Little Pony: Friendship is Magic?

ChaseFoxy & Buddy

St. Helens B

Whether you're a long-time fan or just brony-curious, come join us for a panel celebrating the awesomeness that is pony. We'll watch episodes featuring everyone's favorite pastel-colored equines, discuss the appeal beyond the target demographic, and along the way learn that friendship *is* magic!

Saturday 12 to 1:30 p.m.

Ice Cream Social

Furlandia

St. Helens Foyer

You get ice cream, and you get ice cream, and you get ice cream. Everybody gets ice cream!

Saturday 1 to 2 p.m.

Furry Writers' Guild Meet & Greet

Mary E. Lowd, Sarina Dorie, Blake Hutchins, and Marshall Moseley

St. Helens A

Come connect with other writers and learn about the support that the Furry Writers' Guild has to offer.

Saturday Events

Have you come out as a furry?

Gene

St. Helens B

Does everyone know you're a furry? Have you come out to everyone or do you want to?

Furries of Dance

Sally

Mt. Hood

Come and spend an hour with her, as she teaches you How to hip hop! learn a full dance in 1 hour and enjoy the art of hip hop, as it should be! All sizes, shapes, and levels of dance welcome. Fur suits not needed

Saturday 1 to 3 p.m.

Gaming Showcase: Game of Life: My Little Pony

Furlandia

St. Helens C & D (Gaming)

Princess Celestia has asked you to prepare for the Summer Sun Festival. Beginning in Ponyville, join your friends as you travel through locations from the show. On your journey, you will overcome challenges, find supplies and learn about friendship all along the way. A familiar game with new swag.

Saturday 2 to 3 p.m.

A Reading by Mary E. Lowd

Mary E. Lowd

St. Helens A

Mary E. Lowd is the author of *Otters In Space* and more than fifty short stories. Her fiction has been nominated eighteen times for the Ursa Major Awards. Come listen to her read a story or two!

The Clowning Linguist: How to Write Humor

Sarina Dorie

St. Helens B

Learn how to identify and break down humor. We will practice juxtaposing words to create funny lists, use the element of surprise to tickle a reader's sense of humor, and create puns and play with words by using techniques that stand up comedians use. Exercise your wit with new skills, make others laugh and be entertained. Sarina Dorie has won the

Allasso humor award and has sold over 50 stories including: *Confessions of an Orgasm Fairy*, *Putting the Romance Back into Necromancy*, *Debbie Does Delta Draconis III*, *Lady Chatterley's Computer*, and *Five Tips for Outsmarting Satan--and Your Students*

Fursuit Parade

Furlandia

Mt. Hood

Parade begins between 2 and 2:30pm. Lineup, start time and route will be posted outside Headless Lounge.

Saturday 3 to 4 p.m.

Fursuit Care

Ognas

St. Helens A

Learn basic touch ups that can be done on the spot if something happens to your suit such as ripping open a leg open or a losing a claw, quick sewing techniques that will help keep your fursuit clean and intact, and cleaning instructions for after the convention is over, including basic machine washing and ways to keep your suit from stinking!

Do you REALLY want to start a con?

Gene

St. Helens B

Have you ever thought about starting your own con? Come find out what it takes and get a reality check.

Saturday 3 to 6 p.m.

Gaming Showcase: Twilight Imperium

Lumio Draco, ChaseFoxy

St. Helens C & D (Gaming)

Thousands of years ago the galaxy was ruled by the Lazax from their centrally-located capital of Mecatol Rex... Learn to play this hexagonal-tile board game with an in-game mythology that rivals those of *Babylon 5* and *Dune*.

Saturday 4 to 5 p.m.

Writing 101

Mary Lowd, Sarina Dorie, Blake Hutchins, and Marshall Moseley

St. Helens A

Come learn the basics of story structure, character motivation, overcoming writers' block, common mistakes, and simply how to get yourself to write that story.

Saturday Events

Furry in Anime

Acton

St. Helens B

Anthropomorphism has a long history in Japanese Anime. In this panel we explore furry characters and references in various genres of anime and an open discussion of your favorite anime with furry references.

Saturday 4 to 5:30 p.m.

Furlandia's Got Talent

Furlandia

Mt. Hood

Do you have talent? Show off your skills to your fellow Furlandians, and maybe earn a prize or two.

Saturday 5 to 6 p.m.

Critique Groups

Mary E. Lowd

St. Helens A

How to give a good critique, get the most out of a critique group, and how to keep a critique group running.

Femboi 101 panel

Kejehara

St. Helens B

For those wanting to explore their feminine side, and those who wish open up in a safe environment about about their desire to dress up and act girly. Tips on clothing, makeup, and more, so bring your questions!

Saturday 5:30 to 7 p.m.

Dance yer' paws!

Furlandia

Mt. Hood

Come show the Furlandia judges your awesome dance moves in this ultimate dance competition.

Saturday 6:30 to 7:30 p.m.

Shanty Sing!

Exdragbunt

St. Helens A & B

Shanties are traditional working songs of the sea. They're easy to learn and fun to sing. This panel will be song-circle style, and everyone will get a chance to sing. If you have a favorite Shanty, feel free to print it out and bring it along.

Saturday 7 to 9 p.m.

Gaming Showcase: Smash Bros.

Furlandia

St. Helens C & D (Gaming)

The m  l  e is on! But don't forget the ultimate goal: Be the best at Furlandia! Team sign-up sheets will be available in Gaming. Limited number of teams allowed.

Saturday 7:30 to 9 p.m.

Yiffterpiece Theatre (18 +, Adults Only)

Atso and Jaden

St. Helens A & B

A terribly horrible dirty rotten writing game!

Saturday 9 p.m. to 11 p.m.

Unleashed: Culture of the Human Pup (18+ Adults Only)

PDX-PAH (Portland Pups and Handlers)

St. Helens A & B

Pup Play has exploded in popularity in the last few years, and our friends from Portland Pups And Handlers (PDX-PAH) will talk about pup culture, ideas, history, and experiences. The panel will include live demos and opportunities to ask the questions you're itching to have answers to.

Saturday 9 p.m. to 2 a.m.

Plunder & Dance

Swift

Mt. Hood

DJ Swift returns to Furlandia. Time to dance the night away with 500 of your closest friends!



Art by Summer

Sunday Events

Sunday 10 to 11 a.m.

Con Badge Workshop

Deme Monster, 3Ring

St. Helens A

This workshop discusses the process of making a convention badge, including art basics such as what is and isn't appropriate on a badge, and how each medium might work, the proper way of adding text to a badge, and the finishing touches such as printing and laminating. There will be a Q & A at the end if there is time.

Christian Furry Meetup

Geoffrey Lion, Kitamireika

St. Helens B

Visit with your Christian furry friends. Will include reading and prayer. BYOB.

Sunday 11 a.m. to Noon

Fur-shaded Crash Course

Kittenmod

St. Helens A

Follow up panel to the Fur-sketching crash course. We'll go over techniques on lighting and line work, as well as basic color theory.

Science Q&A

Vesk

St. Helens B

Hey guys! I'm Vesk, the furry lion scientist, and I can't wait to talk about science with you. I'll give a short and fun presentation about what life is like working in research. We extract DNA together, and in the Q&A you can ask me anything you've ever wanted to ask a scientist! Also, I have a *slight* German accent. Looking forward to see you!

Sunday Noon to 1 p.m.

Dynamic Furry Drawing

Zavian

St. Helens A

In this panel we discuss figure drawing techniques. Static vs. Dynamic. Putting action into your art. Musculature and how and when to use it. We will also talk about some of the Dos and DON'Ts of figure drawing.

Sunday Noon to 2 p.m.

Airheads Anonymous

Baphnedra

St. Helens B

A panel featuring many vinyl panels for inflatable enthusiasts. If you wish to hug or sit on an inflatable, get the owner's permission first. Also, it is advisable to not wear anything that could damage the toy (even metal clips on convention badges can do this!). Finally, this panel is fur-suit, family and personal camera friendly. Time does include setup and breakdown.

Gaming Showcase:

Mario Kart vs. Furlandia

Furlandia

St. Helens Foyer

It's a race to the finish. Which team can make it to the finish line? Team sign-up sheets will be available in Gaming. Limited number of teams allowed.

Sunday 1 to 3 p.m.

Fursuit O'lympics!

Furlandia

Mt. Hood

Watch the fursuiters compete in the most ridiculous of games as we find out who will bring home the gold, and who will go home in shame.

Advanced Fursuit Making

Ognas

St. Helens A

Advanced fursuit making goes over more realistic/semi-realistic fursuits – from digitigrade bodysuits to airbrushing and how resin bases are made, as well the casting process with silicone/latex for pawpads.

Sunday 2 to 3 p.m.

Hiss & Purr

Furlandia

St. Helens B

Got something on your mind that you want to share with us? We are open to hear what you have to say be it something you didn't like or what you absolutely enjoyed. Whatever it is we are listening.

Sunday Events

Sunday 4 to 5 p.m.

Closing Ceremonies

Furlandia

Mt. Hood

All good things must come to an end, but join us next year!



1850: INDUSTRY

The furrys enter the machine age



FURLANDIA RULES OF CONDUCT

General Conduct

Please use common sense and respect others' right to enjoy the event. Remember that any activity which is illegal outside the event is still illegal inside the event. Event Staff may ask you to stop an activity or take it to a private room. While in public or convention spaces, attendees are expected to maintain a "PG-13" standard of conduct. Repeat offenders may have their membership revoked. Please also note that the event staff retains the right to deny entry to anyone and that you can be asked to leave at any time without warning or particular infraction to these stated rules of conduct.

Badging Policy

Furlandia ensures that each member gets both a lanyard and at least one type of membership badge. Your 'proof of membership' is defined as both a current year lanyard, and any badge issued to you by the convention for the current year. You must be visibly wearing 'proof of membership' at all times during our event, and you understand that event staff can request to see proof of membership at any time. Event Staff may deny you access to events or event space if you do not have proof of membership. All Furlandia issued badges remain the property of RAIIn for the duration of the convention and must be surrendered upon request.

Media Policy

As per our policy, the staff has decided not to allow ANY media coverage at the event without PRIOR approval. Attendees purchasing a membership agree not to act as media agents in any way, shape, or form while attending our event. Making photographic, audio or video recordings of any convention event for investigative or commercial purposes is strictly forbidden.

Hotel

As a convention attendee, you are a guest of the hotel and must abide by the hotel's rules and policies whenever you are on the premises. However, if you are unsure if something is allowed, Hotel Front Desk will be able to assist you. If you are expelled from the hotel for violation of their rules, you immediately forfeit your event membership and must surrender your proof of membership. You are responsible for any damage you cause to hotel property. The event space and public spaces of the hotel may not be used as sleeping areas.

Harassment and Assault

Harassment is defined as any behavior that alarms or intentionally annoys another person. This includes making any unwanted physical contact, following someone around a public area without a legitimate reason, or threatening to physically attack someone. Please remember that if you approach someone and they tell you "no" or to leave them alone, your business with them is done. If you do not leave them alone as they have requested, your actions may be grounds for a complaint of harassment. If you feel that you are being harassed, or you have been assaulted, please report the matter immediately to event staff.

Weapons

Bladed weapons (such as daggers or swords) and toy firearms are acceptable provided they have been peace bonded such that they clearly cannot be drawn. Water guns and Silly String type products of any kind are NOT acceptable due to the potential for damage to costumes, hotel property, etc.

"If it's drawn, you're gone." Any drawing, open carry (of firearms), displaying, brandishing, or making any threatening gesture with any weapon or firearm, both real and replica, shall be cause for immediate expulsion from the event. The only exception to this shall be at a prearranged demonstration or event with the permission of the event coordinators.

Under-age Members

Minors under the age of 13 shall be accompanied by a parent, legal guardian or an adult designated as responsible by their parent or guardian at all times. For minors from the age of 13 - 17, there must be a responsible adult on site and able to be contacted at all times.

Violations and Appeals

Violation of these policies will be handled by Event Staff as deemed appropriate. Violators will be asked to cease and desist. Violators may have their membership revoked and a 390 day ban placed. Two members of the executive committee (one of whom must be the Convention Chair or Vice-Chair) are required in order to revoke a membership. Membership revocations are final, however a ban may be appealed to the RAIIn Board of Directors. Decisions made by the majority of Board of Directors are final.

BADGE ART



Omadaun



Omadaun



Omadaun



Omadaun



Serenakitty



Serenakitty

FURLANDIA 2015 SUPPORTERS

SPONSORS

Acton Rand	Lyca
Chimerror	Miles Rose
Cryx	Nan
Dakota	Ratface
FennecMutt	RedHyena
Gusty Fox	Rump
Grit Sandborn	Sabre
Ike	Scoobydude
Kurai	Stormy
Keller Madison	Swifter
Khyota	Thunderwyvern
Kogenta	Tano
Lance	Thrash
Legionaire	Zettabit
Lucky	

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Aqwars_SwiftPaw	Prism Fox
Atso	Quinn Fairchild
Cernal	Salem Adams Kusanaga
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Dragonfly Goodnight	Shruggy
FireDash	Sir Rennifer of Avancourt
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GronV3	Triss
Jaden	Tryggles
Kizmitten	Tuxedokitty
Lumio Draco	Xaasha
Mortuest	Zen Tulku
Omadaun	

FOUNDERS

Fishy Joe	Desdenova
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<i>Hotel Lead</i>	Gene
<i>Treasury</i>	Lumio Draco
<i>Business Lead</i>	Atso
<i>Dealers Den Lead</i>	Bijoux DeFoxxe
<i>Registration Lead</i>	Salem Adams Kusanaga
<i>Registration Second</i>	Loki
<i>Registration Staff</i>	Drakewood
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	Mac
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	Toxic Smoke
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	Bigfoot
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<i>Charity Lead</i>	Zen Tulku
<i>Charity Consultant</i>	Metal Fox
<i>Conbook</i>	Salem Adams Kusanaga
	ChaseFoxy
	Zen Tulku
<i>Photography Lead</i>	Thrashwolf
<i>Guest of Honor Liaison</i>	Lumio Draco
	Zen Tulku
<i>Events Director</i>	Lumio Draco
<i>IT Lead</i>	Jaden Chee
<i>Website Developer</i>	Quinn
<i>Theater Lead</i>	Saphy
<i>Theater Staff</i>	Vincent

<i>Director of Operations</i>	Buni
<i>Operations Second</i>	Electronic Keet
<i>Operations Staff</i>	Aloha
	Kayfox
	Foxworth
<i>Gaming Lead</i>	ChaseFoxy
<i>Gaming Staff</i>	Geoffrey the Lion
	Tano
	Buddy
<i>Security Lead</i>	Sasuda
<i>Security Second</i>	Toxic
<i>Security Staff</i>	StrawberryKat
	Buddy
	Maz
	Brenda
<i>Sign Shop</i>	ChaseFoxy
<i>Cartography</i>	ChaseFoxy
<i>Fursuit Lounge Lead</i>	Nitroshep
<i>Fursuit Lounge Staff</i>	Jhin
<i>Logistics Lead</i>	Caladon Dalimar
<i>Logistics Staff</i>	Baphmedia
	Vinny Havoc
	Lord Josey
	Zion Wulfspau

and special thanks to the staff and at-event volunteers who joined us after this list was compiled

Theater audio provided by Monolith

NOTES

Everfree Northwest

May 29 - 31, 2015

Seattle's My Little Pony fan convention
EverfreeNW.com
Kids 12 and under - Free!

Background credits: burnedpigeon.deviantart.com * rainbowrage12.deviantart.com
Art and design by bunnywinter.deviantart.com with assistance from jackofmosttrades.deviantart.com

