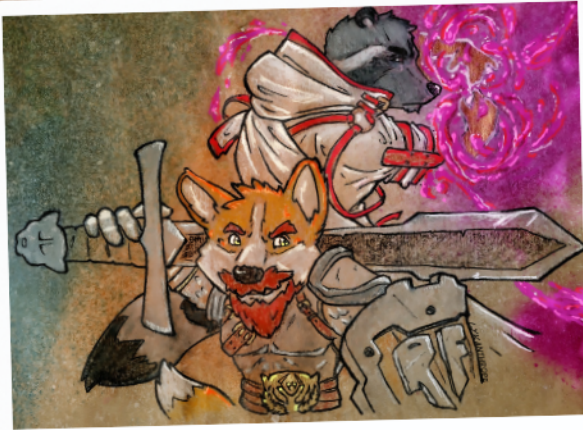






badge art by Lycanthrope



badge art by Kree Jay



badge art by Ryusuke Gomez



badge art by Rhari



badge art by meep



badge art by Beca Doty

RainFurrest 2015: Swords & Sorcery

2015 September 24–27 ♦ SeaTac, Washington

Letter from the Chair

Hear ye, hear ye; prithree hearken to my.... Actually, y'know what? That might get a little tiresome.... Hi, everybody, and welcome to RainFurrest 2015!

We're super-excited to have you visiting here with us, and we can't wait to show you everything we've been working on for the last year. Whether you want to check out some art panels, palaver with our writers, browse the dealers den, or just dance the night away, you're in the right spot.

Nothing that you see here would have been possible without many, many other people working hard to bring it to life. I'm proud to have been able to work with such a wonderful group of volunteers, and every single one of them deserves more thanks than I alone can give. If you would, take a moment and thank one or more of them this weekend; they are the heart and soul of this convention.

Now... on behalf of all of us, please take your time and enjoy your exploration and adventure here at RainFurrest! Be smart, be safe, and just ask any of our staff members if you need some help. And above all, have fun!

—Rex Wolf, RainFurrest 2015 Chair

Special Thanks

RainFurrest would like to extend thanks to the following:

- Ana Sanfelippo, for creating the *Almendra* font used throughout this book and many other printed items for the convention;
- Kristina "th' buni" Tracer and Emanate Hieromech for the small magickal sketches that appear in this book as marginalia;
- meep, for the artwork that appears on page 21;
- Fox Cutter, for his continued donations in support of RF;
- TabbieWolf, for contributing our pin and patch artwork;
- all who helped with the video shoots.

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Charity: Cougar Mountain Zoo

RainFurrest is proud to announce this year's returning charity is Cougar Mountain Zoo in Issaquah – and the zoo animals will be making an appearance at the convention center! There will be photo opportunities, drawing opportunities, and panels with live animals.

Established in 1972, the primary focus of Cougar Mountain Zoo is "Conservation through Education" with an emphasis on endangered species and increasing the understanding and appreciation of the Earth's wildlife and the role of humanity in nature through daily mini-lectures, animal enrichment and demonstrations, research, captive breeding, conservation, exhibition and recreation.

Animals that are confirmed to attend RainFurrest are a macaw and a mammal (either an alpaca or a Siberian reindeer). Other special animal guests may attend depending on the animal's state of mind, weather conditions, or other circumstances.

Photos

Animal photo opportunities are available! Get your picture taken with a Cougar Mountain Zoo Animal Ambassador. *Note:* For the safety of the animals and guests, the handler will be in the photo with you and the photo session may end at any time depending on the animal's state of mind. The photo station is located at the upper covered front entrance to the convention center, and the price is \$20. Your digital photo will be sent to you via email.

Dash for Cash

Fursuiters, handlers and energetic people wanted for the Dash for Cash! Each collection box will be assigned teams. Have friends to help you out? Think you have a sure fire way to convince people to donate (i.e. put on a little performance)? Then this competition is for you! And if you don't have money or items to donate and still want to do something charitable for the animals at Cougar Mountain, then this competition is for you, too! Email the charity lead at charity@rainfurrest.com with your contact info. All winners get to pick one item of their choice from the Charity Raffle. See time



postings at the Charity Desk for when collection and competition is to occur.

Note: Any acts or methods of collecting money shall not be in violation with either RainFurrest's code of conduct, nor Hilton Hotel's code of conduct. Participants must be registered at the Charity Desk in order to participate. Collection boxes are only allowed in convention space and are especially not allowed in bathrooms, hotel restaurants or hotel rooms. As such, this is why teams are to be in groups of three or more.

Donations

Items: Got something that would go well as a prize in either our Charity Raffle or Art Show Silent Auction? Stop on by our Charity Desk – located at the convention center elevators – and run it by our charity staff. Your item donation will help us raise money for Cougar Mountain Zoo!

Note: Items donated will be screened to determine if the item value is over \$20 and if the item will be highly demanded by the fandom. Charity staff reserve the right to decline any items being donated. Donations must be made through the Charity Booth. Items for the Silent Auction specifically must be donated before 6PM on Friday. Items for the Charity Raffle must be donated before 6PM on Saturday. Donated items that were not won may be collected by the donator, who must provide badge number or ID upon donation. It is the responsibility of the donator to collect their item before the Charity Desk closes on Sunday. After Charity Desk closes on Sunday, any items remaining will be given away or, as a last resort, discarded.

Cash: We are very thankful there are going to be live animals at this year's convention! Donations in cash will go straight to Cougar Mountain. And when you do make a cash donation above a certain amount, we will give you a Charity Ribbon (see below) based on that amount given as a thank you.

Time: Charity staff can use your help: both at our Charity Desk, and when the animals come to visit. Also, Cougar Mountain will be sharing the desk with us so you'll have the perfect opportunity to learn about volunteering with the zoo!

Charity Raffle

Don't forget to stop by the charity booth often – random prizes are being raffled off every fifteen minutes, including commissions by some of your favorite artists! It's only one dollar for a ticket (buy five, get one free!) and you can enter as many as you'd like, but get your tickets early because supplies are limited.

Art Show Silent Auction

For our Silent Auction, please visit the Art Show room and head to our Charity section that's inside. See Art Show staff for details on bidding.

Charity Ribbons

Are you collecting ribbons at this year's convention? Three levels of RainFurthest ribbons will be available for those who donate cash to either the Dash for Cash or the Charity Desk. Gold, the highest ribbon, will be for those who donate \$100 or more! Silver, the second highest ribbon, will be for those who donate \$50 or more. Blue ribbons are for those who donate \$20 or more. *Note:* You receive the ribbon by donating at the Charity Desk.

Private Cougar Mountain Tour

The Private Cougar Mountain Tour (with option to go in fursuit) is confirmed for RainFurthest 2015! If you are a VIP (Very Impressive



Package) or SLIP (Slightly Less Impressive Package), please contact charity@rainfurrest.com for the details on this private event where the zoo will be closed and select RainFurthest guests will get a private tour. The tiger tunnel is confirmed as open. And if you want to go in fursuit, you can do that as well!

Cougar Mountain Panels

There are two panels to look forward to, "World of Macaws" and "World of Mammals". Guests are more than welcome to draw the animals during any portion of the presentations, which include:

- Information on the animals (including bio-facts), behavior, the Zoo's positive reinforcement training techniques, and conservation issues facing those animals and their habitats. (45–60 minutes)
- Question-and-answer segment. (20 minutes, depending on audience participation.)
- Photo session. (30–45 minutes, could be longer depending on audience participation and the animals' state of mind.)

Get your character featured in the next "Swords and Sausages" massively chaotic "Party Crashers" episode! Limited slots available! All proceeds go to the Rainfurrest charity recipient.



See www.tigerknight.com/ss/contributors for a taste of the rowdy revelry!

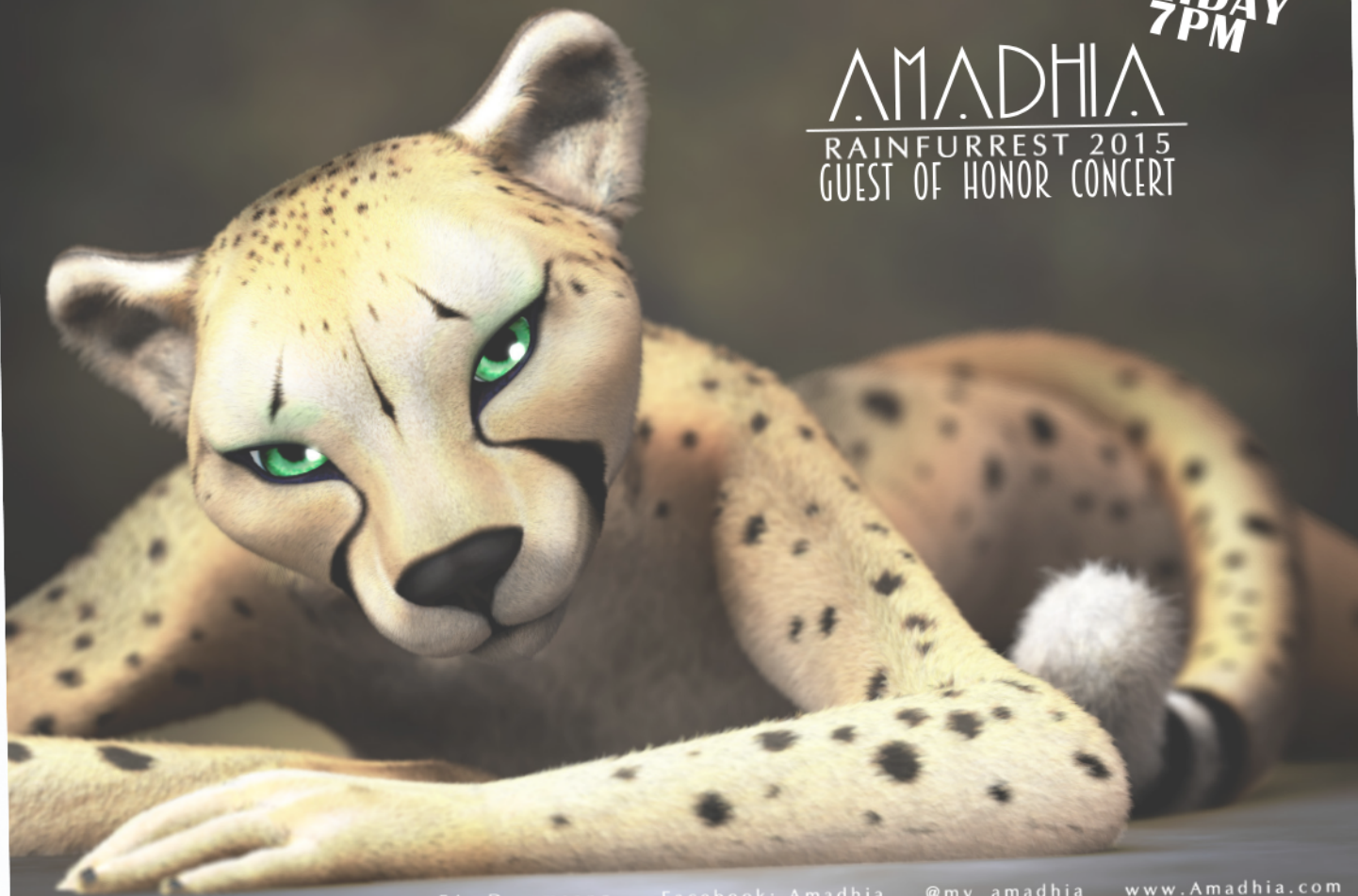


N O T Q U I T E H U M A N

FRIDAY
7PM

AMADHIA

RAINFURREST 2015
GUEST OF HONOR CONCERT



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FA: Dreamsong

Facebook: Amadhia

@my_amadhia

www.Amadhia.com

Musician of Honor: Amadhia Albee

Amadhia Albee was born into a small farming community in Michigan. By the early 90's she'd launched her singing career, performing Celtic repertoire in the Los Angeles area.

In 1994, she put music on the back-burner to pursue a full-time career as a character animator and visual effects supervisor and producer (under the name "Timothy Albee") working for studios including Walt Disney Feature Animation, NBC/Universal, and Activision. She contributed to many hit shows of the period. Her credits include *Battlestar Galactica* (for which she won a Peabody Award), *Babylon 5*, *Dinosaur*, and many others.

In 2001, Amadhia left Hollywood to dedicate what would become five years solely to her arts. From her one-room cabin on the edge of the last American frontier north of Fairbanks, Alaska, with neither running water nor indoor plumbing, she ran a team of sled-dogs



Photo by Nico Janssen

on trails that sometimes carried her above the Arctic Circle. In isolation, she devoted herself to painting wildlife, and to the creation and scoring of her beloved, award-winning animated short film and its soundtrack, *Kaze: Ghost Warrior*.

Kaze is still in her heart – she's advanced the ronin Tiger's story through an illustrated radio drama, *Kaze: Winds of Change* – but she has redirected her creative energy back to the professional music scene, both writing and singing.

Returning to music full time in 2013, she has since recorded at London's legendary Abbey Road Studios with other RainFurthest favorites Alexander James Adams and Fox Amooore on Fox's *Come Find Me* project. Amadhia has headlined at major events in Berlin (Germany), Chicago, Pittsburgh, Dallas, Phoenix, and Perth (Australia) and has just released her latest original music album *Not Quite Human*.



Writer of Honor: Poetigress

Renee Carter Hall ("Poetigress") discovered a love for anthropomorphic fiction early in life with *The Velveteen Rabbit* and stories from Beatrix Potter, so when she started writing her own stories, of course talking animals often played a role. Her short fiction has appeared in numerous publications inside and outside the fandom, including the furry anthologies *ROAR*, *Trick or Treat*, *Five Fortunes*, *PULP!*, and both volumes of *Different Worlds*, *Different Skins*. Her medieval fantasy novel *By Sword and Star*, published by Anthropomorphic Dreams, won the 2012 C oyotl Award for Best Novel, and she also serves as the current president of the Furry Writers Guild.

Renee lives in West Virginia with her husband, where she's hard at work on her next novel (when she's not watching cat videos online).

Website: reneecarterhall.com

Fur Affinity: furaffinity.net/user/poetigress

Twitter: [@RCarterHall](https://twitter.com/RCarterHall)



Fursuiter of Honor: RedHyena

RedHyena (known as Kenoa to his friends) is a fursuit builder living and working in Eastern Washington. His background is in software development and database management which he left to peruse a new career in art and costuming. It all began when he wanted to make his own fursuit, which took four months to design and build. After receiving many comments on it, he began building for others and he's been hooked ever since. RedHyena is currently preparing to expand his workshop while working on several fursuits for his current clients.

Website: redhyena.net

Twitter: [@redhyena](https://twitter.com/redhyena)

Email: redhyena@redhyena.net

Artist of Honor: Jan

Jan is a comic artist and illustrator from Hong Kong best known for his webcomics *College Catastrophe* and *Swords and Sausages*, and his art for the collectible card game *Tails and Tactics*.

Jan began drawing comics at an early age and was fascinated with storytelling and bringing characters to life. Growing up moving between Hong Kong, Singapore, and the United States, he often found inspiration from his surroundings, which he attempted to document in humorous ways: the more sound effects, the better. Jan discovered the furry fandom in 2000, and began drawing a semi-autobiographical comic about college life soon after, not realizing the merging of these two interests would lead him seriously into art and eventually a fine arts degree, and his work appearing in picture books, TV animation, and games.

Jan hopes his art will supply the world with more laughter and inspire others to do the same.

Website: tigerknight.com

FurAffinity: furaffinity.net/user/cartoonwolf

DeviantART: tigerknightcomics.deviantart.com

Weasyl: weasyl.com/~tigerknight

A Menagerie of Heroes



A RainFurrest Anthology



Dearest Rainy,

You are hereby invited to Vale Valley Castle for a week of festivities in the company of the Royal Family. It has been much too long since your last visit and we have much catching-upeth to do.

May fair weather guide your travels,

~King Leonidas III

P.S. Bring cookies.

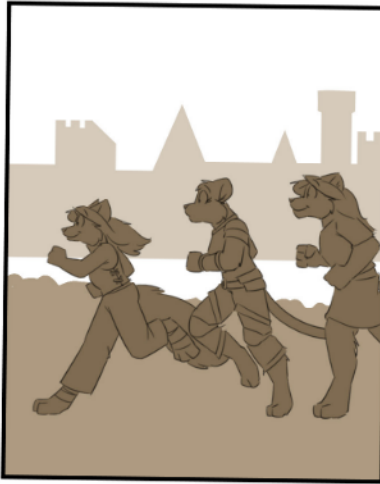
HERE WE ARE. AFTER A MONTH ON THE ROAD... VALE VALLEY.



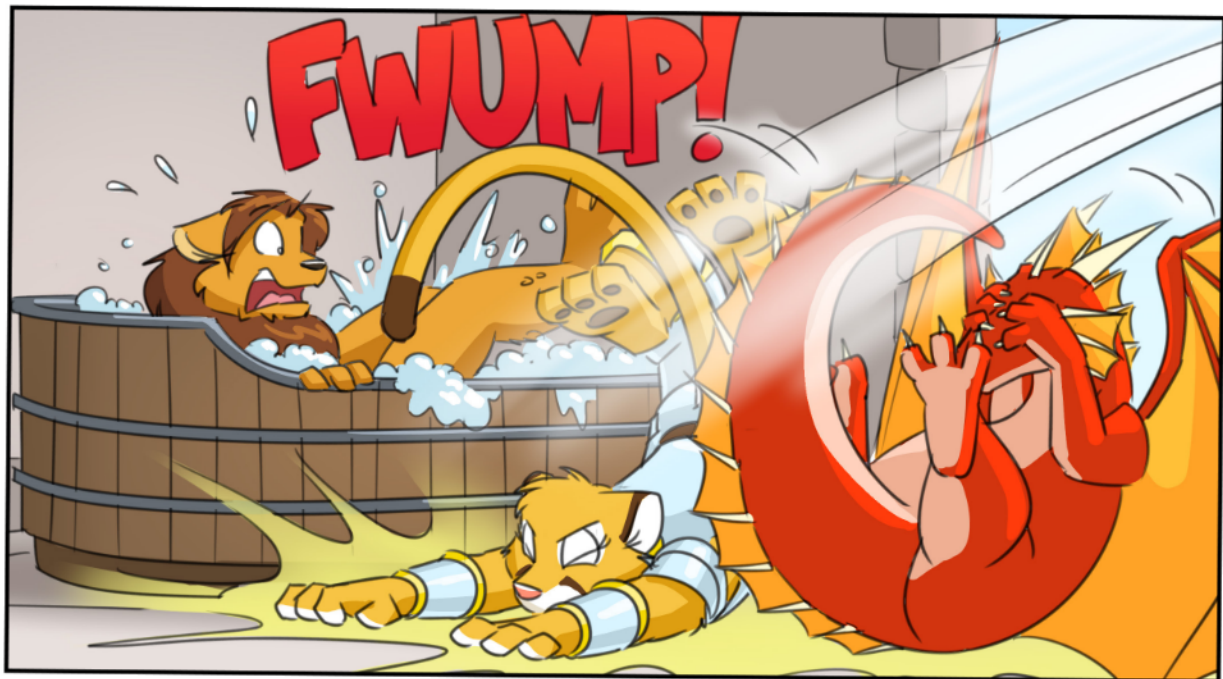


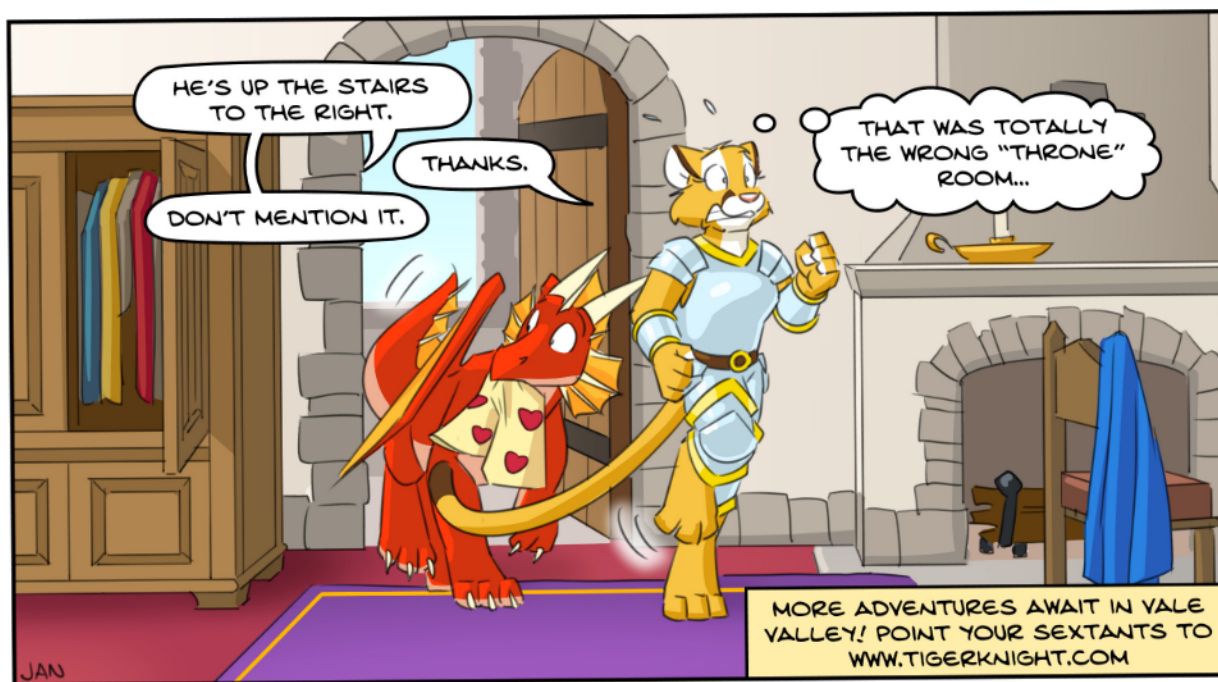
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Dragonsight

Renee Carter Hall • Poetigress

The great red dragon Stormwing looked down at his three hatchlings. "Ever since the day we watched you break out of your eggs, your mother and I have taught you what it means to be one of our kind. We have taught you our code of honor, our respect for tradition, and above all, the trait that separates dragonkind from all other creatures—our great appreciation of beauty, which we call..."

"Dragonsight!" Blaze and Ember chorused.

"I said it first," Blaze insisted, shoving his sister.

"Did not," Ember replied, shoving him back.

Stormwing shook his head a little. It was all well and good for young dragons to have some fire in their bellies, but these two wound up entwined in wrestling fights so often that, were it not for Blaze's red scales and Ember's green, it would have been hard to tell where one hatchling stopped and the other began.

The smallest hatchling, blue Ash, took his claw out of his mouth. "Dragonsight," he whispered.

"Yes," Stormwing continued, "dragonsight." He glanced at his mate, Brightclaw, who stood nearby. "Now it is time for the three of you to show us what you've learned. Since you will soon be charged with adding to the hoards of our family and our clan, we would like each of you to go out into the world and bring back one item of great worth and beauty. This quest may be long and perilous—"

Brightclaw cleared her throat softly.

"—but your mother would like you home in time for dinner," Stormwing finished. "All right now, off with you."

The hatchlings took off, flapping their young wings clumsily as they gained altitude. Stormwing and Brightclaw stood at the cave mouth and watched them go.

"They're still so young," Brightclaw said with a sigh. "Maybe we should have waited just a little while longer."

"Nonsense!" Stormwing replied. "I was bringing back treasures for my father when I still had eggshell on my scales." But his eyes shone as he turned away from the horizon, even as he complained about all the dust in the cave.



A few miles from home, the hatchlings landed to rest their wings. Blaze folded his wings a bit too soon and tumbled to the ground, while Ember soared to an elegant landing beside him.

"Show-off," Blaze muttered. Ember stuck her tongue out at him.

Ash fluttered his tiny wings until he was almost touching the ground, then dropped the rest of the way.

"Where should we go?" Ember asked.

"I'm going to the palace," Blaze replied. "All the best stuff is there."

"Then I'm going to the palace, too," Ember said.

They took off, and Ash followed, flapping his wings hard to keep up. Halfway through the flight, they passed through a misty drizzle of rain, and Ash smiled to himself at the feeling of the cool raindrops on his scales. Then he saw the rainbow arching across the sky. He wished he could bring that back to his father—it was beautiful enough—but he couldn't figure out how to do it.

Once they reached the human village, with the great castle standing just beyond it, they had to make themselves invisible, which took more strength than just flying alone. All three were glad when they finally landed on one of the castle turrets and headed inside.

Blaze pushed a tapestry aside and trotted into a room, then called back to the others. "Come on, there's no one here."

They followed him into the chamber, which looked to be a library of some kind, given the number of scrolls lying around. Blaze started rummaging through the drawers of a large desk. "It's too dark in here," he complained.

Ember went to the cold hearth, added a few sticks of wood, and blew fire to light them.

Blaze rolled his eyes.

"You're welcome," Ember said. "Just because you can't do more than smoke rings yet—"

"Hey, look at this!" Blaze had found a cloth bag in one of the drawers. Now, as he opened it, a wash of gold light glittered over his face, and he drew out a handful of shining coins.

"We already have those," Ember said. "Tons of them."

"So? Father didn't say it had to be something new." He admired one of the coins. "They're like little suns, and they make a nice noise when you shake them all together. I'm taking this back." He dropped the coin back into the bag with the others.

"Fine," Ember said. "Let's look somewhere else."

Blaze looped the bag's ties over his neck to carry it, and they



headed down the corridor, careful to make themselves invisible again in case anyone happened by.

Ember stopped in front of another tapestry embroidered with flowers. She sniffed the air a moment, then pushed the tapestry aside. "Let's go in here."

This room was a lady's bedchamber, and it smelled of so much rosewater and perfumed oils that Blaze started sneezing, puffing out alarming amounts of smoke. Ember ignored him and hopped onto the dressing-table, examining every item.

She held up a silver hand-mirror. "What about this?"

"I think Fadder meant subting *everybody* thinks is beautiful, not just you," Blaze retorted, then sneezed again. "Hurry up."

"Hmph." Ember tossed him a lace handkerchief, then picked up a perfume bottle, sniffed it, and put it back. Finally she opened the carved box on one side of the table. "Oooh, look at this!"

She held up a ring with a massive ruby set in gold. "I don't think we have anything *this* nice," she said, turning the ring this way and that to catch the light.

Blaze rolled his eyes again. "Id's perfect, led's go."

Ember slipped the ring safely onto one of her claws, and they went back out into the corridor.

"Just one left," Ember said. "Where do you want to look, Ash?"

Ash chewed one claw and thought. "The village," he said finally.

"The village?" Blaze said. "But look what we found up here! There's not going to be anything that good in the village."

Ash shrugged.

"Okay," Ember said with a sigh. "The village."



The sun was hanging low in the sky by the time they landed beside a cottage with a thatched roof. "Ash, we'd better hurry up," Ember said. "Mother wants us home for dinner, remember?"

Ash nodded, looking eye-to-eye with one of the goats in the back pen.

"He's not going to try to take *that*, is he?" Blaze groaned, but then Ash turned and went into the cottage.

There was no one inside; whoever lived there was probably out working the fields or in the little market selling their goats' milk. Ash looked around. He liked this place. It didn't smell like too many flowers like the other room had, and it wasn't stuffy and boring like the place where Blaze had found the coins. It was neat inside, with plain furniture, and it smelled of packed earth and fresh air, with a little bit of lavender from the flowers growing by the door.

He looked at everything in the cottage, taking so long that Ember and Blaze got bored and went outside to see who could blow better smoke rings. Ash found them out by the goat pen when he was done.

"Did you find something?" Blaze asked.

Ash nodded.

"Well," Ember said impatiently, "let's see it."

He opened his claws and showed them.

The other two stared at the little object. "It's a rock," Blaze said. "He's bringing back a rock."

Ash shook his head. It wasn't a rock; he knew that. Rocks didn't hum the way this did, and he could feel the humming all through him.

"Can't we find something else for him?" Blaze asked, but Ember glanced at the sky and shook her head.

"We'd better get back," she said, and they took off for home just as the sun began to set.

"You can have one of mine, Ash," Blaze offered as they reached the cave, but Ash shook his head.

Blaze rolled his eyes. "Fine."

Stormwing met them at the cave-mouth, beaming at the hatchlings as they landed. "Well, just in time. What did you find?"

Blaze poured the little bag of coins onto the ground in a golden cascade. "I found these, Father."

Stormwing picked one up and studied it. "Very nice," he said, "very nice indeed. These look almost new. They'll make a nice addition to our treasures. Good work."

"And I found this." Ember held up the ring.

"A lovely gem," Stormwing said, "and a large one, too. Well done, Ember."

Ember held her head high. Stormwing turned at last to his smaller son. "And Ash? What did you bring?"

Blaze sighed. "Here we go."

Ash showed him.

Stormwing looked curiously at the object, then picked it up, holding it carefully between his claws. "Ah," he said softly, and smiled.

"A treasure indeed, my son. Well done."

"But it's a rock," Blaze said.

Stormwing shook his head. "No, it's not a rock." He smiled down at Ash. "It's a seed."

"It's not pretty," Ember grumbled.

"Not yet," Stormwing said. "But if we plant it and tend it carefully, this seed will grow into a lovely flower—a flower that no one has ever seen before. It is beauty neither dragon nor man can make."

Ember and Blaze looked doubtfully at the seed. "In there?" Ember said.

Stormwing nodded and handed the seed back to Ash. "We'll plant it tomorrow morning. Come on now, your mother has dinner waiting."

Ember and Blaze raced off, bickering about who would be first to eat. Stormwing looked back at Ash, then lowered his great head to nuzzle him.

"And that, my son," he said softly, "is true dragonsight."

Ash smiled. Then, carrying the seed carefully, he followed his father in to dinner.

We Can Be the Hero Too

Kandrel Fox

There's a point in every kobold's life where they discover that things have gone horribly, horribly wrong. Usually, that point is uncomfortably close to when they stop being able to discover anything at all, and is usually just a few moments before an unpleasant "squish", "crunch", "splat", and in one particularly memorable occasion, "splort". Kilik had reached that point in her life, but unlike her many (and late) predecessors, it appeared that horribly wrong could also get a lot worse.

They had bound her hands and feet, and tied her snout shut. Stupid adventurers. Stupid heroes. They had come down into the warren with steel flashing and spells flying, and what choice did kobolds have but to flee? Unfortunately for Kilik, kobolds in general didn't need to run fast to escape. They only had to run faster than the ones that got caught. Pik—damn his tail—had tripped her. Intentionally! She'd been one of the first out of the gathering hall, but Pik had pushed her, then she'd tripped over his tail, and then there'd been a stampede of panicked kobolds, and it was all she'd been able to do to shield her face as they scampered around her.

The hero who caught her had hoisted her up by one leg. She hadn't even been able to see his face—he'd been wearing a shiny steel helm. She had scowled and clawed at the metal, and he had laughed at her. And now she was hog tied like dinner, in the back of their lumpy cart. A mule was trotting ahead (the smell of it was making her mouth water) and aiming for every bump in the road. Thump! Ow. Thump! Ow. Kilik swore to herself. If she ever got free, she was going to eat that mule.

She smelled the adventurers close by. There was a wolf, and fox. There was a cat, too, though she couldn't tell what type. She smelled other kobolds, too.

"Hiss! Who there? Alive? Awake?" Kilik hissed under her breath.

There was a scrabble of claws and a thump. Something—or someone—bumped against her side. "Is Dak. Kilik, that you?"

"Shush! Maybe they hear. Quiet, quiet, got plan."

Dak went silent, but another voice piped up. "Tibbit tied! Tibbit can't move! Scared."

Kilik gulped. Tibbit was barely older than a hatchling. Stupid adventurers. Evil heroes. Take kobolds away from their lair, steal hatchlings and mothers. She had a plan, alright, but it would take time. It would take cunning. Luckily, Kilik had both.

The cart trundled down the path, bumping and rocking in the ruts. Now that she was aware and conscious, she could see the adventurers. There was a tiger, orange and striped and intimidating, riding an armored horse. There was a fox, in robes and with a silly hat that sat high on his ears. There must have been others, too, but she couldn't roll over—not without risking her plan.

"Dak. Take head and put it near Kilik tail." She heard an intake of breath and the start of a complaint. "Dak! Don't act like goblin-stupid. Loose nail near Kilik tail. Need you to bite and pull."

"But might hurt teeth! Bumpy ride not good for chewing metal."

"Then you make pretty kobold-skin rug!"

Dak grumbled, but moments later his snout pushed her tail out of the way. There was a bump of the cart, a muffled complaint, then something metallic fell against her tail. She smiled. The plan was begun.

It was nightfall when the adventurers finally stopped the cart. Kilik, Dak, and Tibbit watched while the mule was tethered, fed, and watered, and the horses were tied near a grassy copse. A tent was assembled quickly and efficiently, and a stone ring assembled for a fire. The adventurers yammered to each other in their alien common tongue, ignoring the bound kobolds entirely. It was just after rations were broken out and the adventurers sat around the fire that the ambush struck.

A stone sailed from the bushes and knocked the tiger onto his back. The fox was on his—or her—feet immediately. Kilik couldn't tell what gender the fox was. They all looked the same to her. The fox lifted its hands, a wand in three crooked fingers. "Ah'ko'ta—" The magic incantation stopped halfway through as a scaly green shape launched itself from the bushes and bowled into the fox's chest. It was Pik! That devious, horrible, clumsy bastard had come to save them! Pik had a club, heavy and unwieldy in his hands, and lifted it above the stunned fox.

The blow never fell. A hissing like a horde of angry bees cut through the air, and bolas wrapped themselves around Pik's arms. Two seconds later, another caught his legs and toppled him from the fox's chest. The third adventurer—the wolf that had until now stayed hidden—dropped from a low branch. He shouted something to the fox, and laughed. The fox stood and brushed themselves off, then aimed a kick at Pik. The kobold flinched and tried to roll away,



but the entangling cords held him tight. The wolf pinned Pik's arms, replacing the bola with braided twine. Then while the tiger slowly recovered from the head wound, the wolf lifted Pik bodily and deposited him next to the rest of the captives.

"Stupid Pik. Useless."

Kilik heard a grumble. "Pik come to save lovely Kilik."

"Not to call Kilik lovely. Stupid Pik not worthy to be egg-father. Pik tripped Kilik, made her get caught in the first place!"

He was silent, and she saw his tail curl in embarrassment.

"That your plan? Throw rock at tiger, then get caught by wolf?"

"Not exactly as planned."

"Kilik noticed."

They were silent as the adventurers cleaned up the fire ring, then with their new acquisition safely bound, they turned their attention to thoroughly ignoring the kobolds again.

"Have any other plan, Pik?"

"Um." Pik averted his eyes.

"That means no." Kilik sighed. "Then leave it to Kilik. As always."

Kilik moved slowly, as not to draw attention. She'd passed the nail up to her hands with her tail, and dug through the rope with the pointy end. With one deft twist and a yank, her hands were free. With nimble fingers, her feet were much faster. She crawled at snail's pace, and whenever she thought the adventurers were looking her way she kept her wrists and ankles out of sight. She freed Tibbit and Dak, but when Pik held out his bound wrists expectantly, she hissed at him. "Pik already had chance. Blew it."

"Give Pik another chance!" he pleaded.

Kilik flicked her tail and gave him a haughty sneer. "Fine. Pik be useful if Pik can get free by the time all the hard work is done!" With that, she dropped the nail at his feet.

As Pik scrambled to catch the rolling spike, the three freed captives conferred. Then with clever stealth, they sneaked off into the bushes. Kilik waited. She was cleverest of her tribe. No wonder Pik liked her. If only he weren't also a clumsy oaf as well.

Clumsy or not, though, he had his uses. Kilik, Dak, and Tibbit waited. The night drew on, and darkness closed in on the firelight, pushing back the ring of illumination until shadows swam not ten paces from its flickering warmth. Kilik knew Pik was clumsy. She'd counted on it. And after waiting for it, she heard the noise she had been anticipating. The nail, bouncing off a hard rock on the path they'd been trundling down, and Pik's muttered curses.

This, of course, drew the attention of the wolf. He stood in confusion for a moment when he saw that three quarters of his captives had vanished, then barked out an alarm. The fox emerged from where she'd been resting in the tent. (Definitely she. Kilik had heard of female adventurers and the strange lumps on their chest. Unnatural, she thought.) The tiger followed moments after, though minus his armor and weapons.

Kilik didn't wait. As soon as they vacated the tent, she, Dak, and Tibbit clawed a hole through the back of the canvas and tumbled

inside. There was noise, and something that sounded like Pik crying. Something about the noise set Kilik on edge. Sure, she didn't like him, but she was allowed not to like him. Kobold girls weren't supposed to like the pretty boys. Anyway, he was clumsy. But still, it was her prerogative to dislike him, not some stupid adventurer's. She cast around for something – anything – and her eye landed on a length of ivory. It was seven inches long, curved and twisted around its central axis like a horn, and carved deep into it were faintly glowing runes that she couldn't identify. Last she'd seen it, it'd been in the hands of the fox. Without a shred of hesitation, she took it for her own.

When her fingers closed around its handle, she felt a shock travel up her arm. Not that she needed a reminder, but there was magic in this thing! It tugged at her arm and fingers. It filled her head with strange syllables, and it made her feel smart. Oh, she'd always felt clever. She knew she was the cleverest. But clever is different than smart. Smart meant knowing things, and kobolds were good at figuring things out without knowing anything about them in the first place. Now, though, she knew. It filled her up, until she thought it was just going to burst out and—

"Ak'ha'tal"

It was only after she heard the shout that she realized it was her own voice. A lick of flame jumped from her fingers and caught the heavy burlap of the tent. The fabric caught and burned aggressively, leaving nothing but floating cinders behind. In just seconds, the tent fabric was incinerated, leaving just a few vertical poles sticking from the ground where the adventurer-sized tent had been.

Twenty paces away, where they'd been investigating the cart, the adventurers looked back at Kilik. The fox shouted something, and held her hands up.

And then the world went crazy.

Behind the fox, Kilik could see ancient, eldritch creatures ready to invade the material plane at the wizard's command. No! The wand-controlled kobold thought. Not if I have anything to say about it.

Kilik opened her mouth again, and another arcane phrase escaped her lips. Glowing spheres appeared at her shoulder. With a gesture, they swept over the rutted ground and slammed into the fox's summoned pets. They incandesced for just a moment, then disappeared. She'd done it! She did real magic! She was a mage, now, and if Kilik did something she wanted to be good at it! She raised her wand again, and the wizard war was truly begun.

Ice formed on the branches of nearby trees as the fox fired knives of frost at Kilik, but Kilik swung her new wand and fire roared in response. Tree roots rose from the ground to crush her, but her grasping hands of earth reached up to grab the roots back. It was magic versus magic, element versus element, but in Kilik's fingers, it was really master against his own truest weapon. And the weapon was winning.

Arcing tendrils of electricity zorched off of the fox's hastily summoned arcane shield. When the air had cleared, a shrieking tiger

dashed through the gap. He was followed by Dak and Tibbit, who had grabbed a broad sword longer than the two of them combined laid head to toe. To even wield it, both of them had grabbed the hilt and were swinging it like a reaper man with a scythe. Kilik ignored them. She swung her wand around again, and an oily fireball rolled over the campsite and crashed against a wall of earth the fox had summoned. Kilik smiled. She pushed with her hands, and a summoned gust tipped the rocky barrier backwards, and with a shriek from the far side, collapsed. She'd won! The fox lay unconscious on the far side. Kilik was the master now!

Dazed and surprised, she looked around in shock. Dak and Tibbit had cornered the tiger against an upturned oak root. Even Pik had managed to free himself, and had stolen the tiger's helm. It was so large that it fit down around his shoulders, and the arrows the wolf ranger pelted at him ricocheted harmlessly off the steel. He was dancing and giggling, swinging around his crude club blindly, but his eccentric dashes made him impossible to hit. A quick gesture from Kilik pulled the wolf's feet out from under him with a shifting of the loam, and Pik was on him with a second. This time, the club landed.

The tiger surrendered. The fox unconscious, and the wolf was injured. The four kobold companions looked at each other in disbelief. "Know what this means?" Kilik's smile was crazed.

Pik sidled up to her, his club dangling limply from his fingers. He stared at her through the eye-slits of the massive helm. In his eyes were adoration and worship. Kilik squirmed. He was a clumsy oaf, but she could get used to being worshiped. So she took his hand and pulled him close. The iron helm tumbled from his shoulders, and for a moment he was just Pik.

In his eyes were mischief. Dak and Tibbit smiled with poorly concealed malice. Kilik lifted her new trusty wand over her head and fired a lightning bolt into the sky. Visions of fame and fortune danced before her vision, and wealth and treasure she was going to amass reached out to her like a siren's song. They took their pilfered weapons and armor, left the adventurers bound, gagged, and naked at the edge of the road, and took the cart towards the nearest city.

"It means that, now, we can be the heroes!"



Code 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

RainFurrest 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 RainFurrest 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, the hotel's 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 annoys or intentionally alarms 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 security.

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, &c.

"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

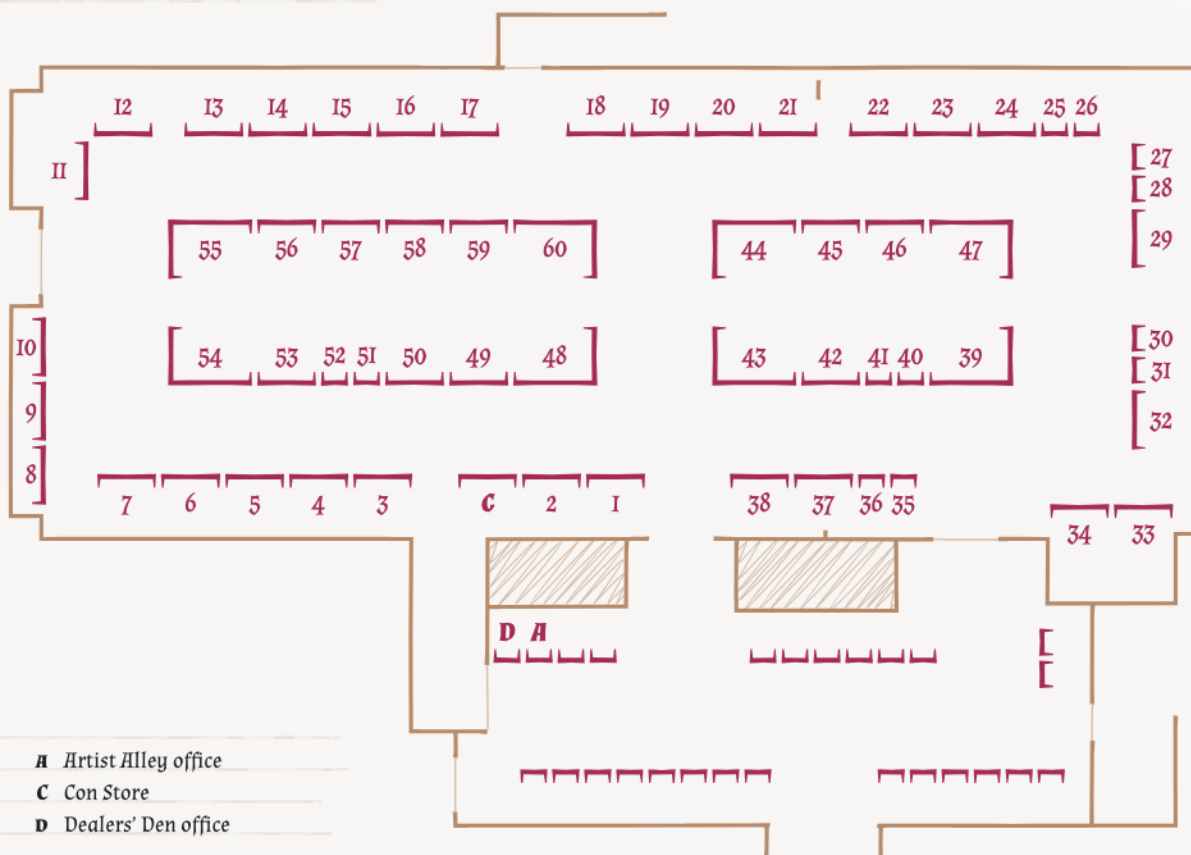
Minors under the age of thirteen shall be accompanied by a parent, legal guardian or an adult designated as responsible by their parent or guardian at all times. For minors from the ages of thirteen through seventeen, there must be a responsible adult on site and able to be contacted at all times.

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.



Map of the Dealer's Den



25 Alastair Wildfire	11 GuiltyFox Apparel	24 Painteddog
2 Amadhia Albee	48 Ian Jay Super Comics	50 Pandora House Crafts
33-34 AnthroWear	/ Nero O'Reilly	41 PingiHats
26 Art Of Yote	30 Inanimate Sloth Bear Press	17 Poetigress / Jess E. Owen
43 Baka Tatsu Design / Mitti	44 Inkpawz Art	58 RACK Leather Goods
27 Baxens Scribbles n Stuff	1 Jan / Tiger Knight Comics	3 RedHyena
32 Con•Tact Soap and Scent Company	47 Jazzycat and Lilchu	53 RHPotter
45 Cooner Arts! / Gideon's Corral	29 Kacey Miyagami	37 Rukis
49 Crystumes / Spyn's Treasure Trills	40 KiRAWRart	59 Sabretoothed Ermine
46 Davecko	12 Kiriska	54 SayDrox Industries
28 Dinobutt Art	18 Kitsumi	52 SixthLeafClover
4 Dragondyne Publishing	8-10 Lagarto Custom Leather	14 Sofawolf Press
39 DragonStorm Sports	19 Likeshine	56 Story of the Door
6 Dream Machine Costumes	31 Loopine MetalWorks	60 Vantid
36 Eskiworks	38 LuvCherie Jewelry	62 Warhorse Workshop
7 Evil Space Cat Productions	57 Mango Island	21 WerePuppy / Rabbit Valley
5 FableFire	13 Marci McAdam / Dark Natasha	20 Wicked Creatures
61 Farelle and Reverend Eight's Arts	22 More Fur Less	35 Winter Soul Studios
15-16 FurPlanet Productions	51 Nilsson Studios	55 Zhivago
42 GeekStar Costuming	23 Onnanoko / P.Moss Art	



Convention Staff

Chair	Rex	Business	Cerb
Vice-Chair	Foxworth	Business Second	Fritzzy Wolf
Artist GOH	Jan	Art Show	Relena, Wilford
Artist GOH Liason	Rex	Art Show Staff	Vorel, Nique, Rainier, Tenshi, Serena Tigress, Sabertooth
Musical GOH	Amadhia Albee	Art Show Auction	MetalFox
Musical GOH Liason	Amenthor	Dealers Den	Kataan, Syberwolf
Writing GOH	Poetigress	Artists Alley	Ryusuke, Ben Roprim
Writing GOH Liason	Munchkin	Con Store	Jaye Lill
Fursuit GOH	RedHusky	Registration	Zarek, Mystic Polf, Keely Skylos, Tuxedokitty, Adilor Solthaer
Hotel	Gene	Cashier	Mortuest, Thomas Skunk, Sunarry, Harvy Husky, Storm, Aracnis Arcanis, Markel, Novel, Apple, Flash, Aphinity
Hotel Second	Cerb, Enzo	Item Orders	Cerb
Treasury	Ravenwood	Rainy's IP Liason	Trapa
Treasury Second	Fritzzy Wolf	Marketing	Gene
Information Technology	dobbs	Marketing Second	Sparky
IT Second	Smiles	Inter-Convention Communication	Gene
IT Special Assistant	Aloha	Twitter	Sparky
IT Helper	Chimeror, Katsumi, Mike Bartz, BinkMagician, Xylexrayne, Grey Tiger Silverwings, Kitsuna	Facebook	Sparky
Convention Master Liaison	Trapa	Fur Affinity	Sparky & Gene
Idea Incubator	Trapa	Online Marketing	Sparky
Operations	Aloha	Ribbons	James Fluffball, Hane Maxwell
Operations Manager	Arthur Panther, Toboe, Spuds, Kay Fox, dobbs, Merlyn, Chainwolf, Ubertech, Caladon, Rooster, MyBoyJ	Convention Photography	Stolf
Scheduling Lead	Ephemeral	Video Director	Graypawws
Volunteers	Toboe, Chainwolf	Charity	MetalFox
Volunteers Second	Sir_Deadlock	Charity Second	3Ring
ConOps Room	Spuds	Charity Secretary	Lia
Security	Merlyn	Charity IT Lead	Smiles
Security Second	Arthur Panther	Charity IT	Katsumi, Chris
Dispatch Room	Kay Fox, Ubertech	Charity Photographer	MaxCoyote
General Staff	Yahtzee, Zenith, MyBoyJ, Miro, Anikka, Whitefang, Kahlúa, Sir_Deadlock, Christopher, Ryan, Xylex, Shadowfaxi, Ducky, BunBun, Dusk Kittin Nightfire, Highlander, Kitsuna, Smiles	Charity Art Lead	Meep, Linkaton, Thunderwyvern
Logistics	Caladon	Charity Props and Costume	Voodoo
Logistics Second	Kage Valentino	Charity Pre-Con Staff	Valyon, Foxy J
Logistics Crew	Dirk Mathis, Nitro Fox, Zion Wulfspau, Nullreff	Charity Booth Manager	Snow Husky
Storage Locker	Kay Fox, Tuxedokitty, Aloha	Charity Booth	C Ball, Fel, Salem, Vorel2003, Cold, Nightmare Leviathan, Cookie, skullZ, SelNique
		VIP Charity	Darth Bear, Curtis Sonsteng, Fentic
		Website	Alofoxx, Redclaw
		Website Content	Aloha
		Website ADA Compliance	AliZtor Tamious
		Theming	Loial, Selkit
		Publications	Electric Keet
		Publications Assistant	Kristina "th' buni" Tracer

Events	Kristina "th' buni" Tracer
Events Second	Hunter
Programming Ops Staff	Amenthor, Munchkin, Kitswulf, Orbus
Art Track	Kristina "th' buni" Tracer
Track Second	Moorcat
Fursuit Track	NitroShep
Fursuit Second	DragonManMike
Fursuit Games	KodiPup, Thumper
Fursuit Lounge Supply	NitroShep
Fursuit Maintenance	NitroShep, UnoOtter, Growly, Corvus Swiftwing, Malkontent Blizzard
Fursuit Parade	Aphinity
Fursuit Photography	ThunderFlashPhotography
Fursuit Badging	ThunderFlashPhotography
Fursuit Tags	UnoOtter
Music Track	AI Song
Music Track Second	Amenthor
Writing Track	Sterling, Hunter
Writing Track Second	Munchkin
Writing Challenge	Sterling
Writing Anthology	Fever Low
Gaming Track	TanisDragon
Electronic Gaming	Little Bear, Hayden Blackhawk, Kitsuntaur
Hospitality	Maddy
Patron Lounge	Ruby, Crystal
Theater	Terk Wolf
Lighting Design	Terk Wolf
Audio Engineer	Oddy, Eclipse
Audio Assistant	Landon
Stage Manager	Keyy
Stagehand	Quinn Faircuild, Frostbite Fox, Frosty Orca, Eeite, Sissy Roo
Master of Ceremonies	North
Variety Show	North, Keyy
Dance Competition Coordinator	Phor Dingo
Dance Coordinator	DJ Wolf
DJ Coordinator	Tigon

CALLING ALL DRAGON SLAYERS!



Actually, we're cool with the dragons and other scalies, but we do need help throughout the weekend with various tasks to help RainFurrest run smoothly. Anyone 18 or older can help, and volunteered hours count towards a free attending membership next year! Stop by Con Ops for details.

rainfurrest.org/2015/volunteer.php



- LAIKA DOSHA -

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26 SEPTEMBER

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General Schedule

Registration in Glacier

Thursday 9AM-9PM

Friday 9AM-9PM

Saturday 9AM-9PM

Sunday noon - an hour after

Closing Ceremonies

Art Show in Mercer H/B

Thursday noon-7PM

Friday 10AM-7PM

Saturday 10AM-7PM

(bids stop at 6PM)

Sunday 10AM-7PM (pickup only, no viewing)

Dealers Den and Con Store

in Crystal Ballroom

Thursday noon-6PM

Friday 10AM-6PM

Saturday 10AM-6PM

Sunday 10AM-4PM

Artist Alley in Crystal Foyer

Friday 10AM-6PM

Saturday 10AM-6PM

Sunday 10AM-4PM

Art Auction

Sunday 11AM-12:30PM in Secondary Theater

MetalFox

Did you bid on something in the art show and it got four or more bids? Come on down to the auction to try and win your piece.

The Art of Rope Bondage (18+ only)

Thursday 9-10PM in Columbia H/B

Martinisoft

Rope work is a versatile and inexpensive skill to learn when getting into bondage or kinky play. This will be a hands-on workshop to discuss safety along with basic knots and ties. You'll learn knots such as the overhand, square, and lark's head, while incorporating those into specialized ties for all sorts of applications. Those new and experience with rope bondage are encouraged to attend. It is suggested to bring at least a 15' length of rope to the class, but 30' lengths will be available along with safety gear for a small fee.

Ask a Medical Professional (18+ only)

Saturday 8-9PM in Elliott H

DirtyPaws

Ever wanted to know how to navigate an emergency room after a play session gone wrong? Wondering about the risks of more intense medical play and ideas for playing it safe? Come and ask your most embarrassing questions to someone who's willing to give you straight-forward answers. Questions can be asked 100% anonymously and we'll follow the Vegas rule - what happens in the panel stays in the panel. Obviously, this panel in no way constitutes medical advice. (18+ only.)

Boffer Crafting

Friday 3-4:30PM in Columbia H/B

Thomas Lenentine

Please bring five dollars to cover cost of materials. The boffer you'll be building is yours to keep.

Boffing, Boffering, and LARP

Friday 11AM-noon in Elliott H

Thomas Lenentine

Cartoons and Cereal

Saturday 8-10AM in Secondary Theater

Come have breakfast and watch cartoons!

Charity Animal Exhibition

Friday noon-3PM in Porte-Cochère

MetalFox

Saturday noon-3PM in Porte-Cochère

MetalFox

RainFurrest's charity, Cougar Mountain Zoo, will be bringing a number of animals for the attendees to see, draw, and study.

Charity Auction

Saturday 3-4PM in Secondary Theater

MetalFox

Closing Ceremonies

Sunday 5:30-6:30PM in Main Theater

Rex Wolf

Consent and Negotiation (18+ only)

Friday 10-11:30PM in Elliott H

Orbus

"Safe, sane, and consensual" is often used as a cornerstone for healthier sex, but what do these words really mean, and how are they put into practice? Learn some tools and strategies for navigating issues around consent and negotiation so you can get more of what you and your partners want out of sexy times. (18+ only.)

Crunchy Corp Public Forum: RF Sales Pitch

Friday 9-10PM in Elliott H

PRAWST, Spacecase, Squeedgemonster

Join CEO Spacecase, R&D Manager Squeedgemonster, Sexy Secretary Prawst and other top executives from Crunchy Corp as they hold a meeting - it only looks like improv comedy, of course! - to brainstorm new products and growth strategies to win over the consumer base of RainFurrest and stave off competitors.

Cubfur Caretakers (18+ only)

Saturday 9-10PM in Elliott H

DirtyPaws

Being a caretaker is a passion, an addiction, and a curse. Come meet some of your fellow caretakers for an in-depth discussion of this unique form of power exchange and dominance/submission. Adult topics will definitely be discussed, including the importance of the safeword, downtime for both the caretakers and subs, discipline, and playtime ideas. (18+ only.)

Cubfur Meet and Greet (18+ only)

Thursday 8-9PM in Secondary Theater

DirtyPaws

Come and meet some of your fellow cubs, puppies, kittens, and whatever for snack time, juice boxes and mingling. Dressing up encouraged but not required. Feel free to bring your favorite plush or blanket and get comfy. If you have a party planned for the weekend, we'd love to hear about it! (18+ only.)

Dances

Thursday in Main Theater

- 9-10PM TimeSuppression (electro, progressive)
- 10-11PM ValleyRux (electro, progressive house)
- 11PM-12AM DJ Spots B2B DJ Stryder "Spots N Knots"
- 12-1AM Kitsune (hard dance)
- 1-2AM MDKai (drum n' bass)

Friday in Main Theater

- 9-10PM ASh 9 B2B Takum (trance)
- 10-11PM AudioDile (house, electro, nu-disco)
- 11PM-12AM Akonite vs EarVelvet "Ham Sandwich" (house, variety)
- 12-1AM Oddy (electro house)
- 1-2AM TekFox (trap, dubstep)

Saturday in Main Theater

- 9-10PM Buckner Fushyote (house)
- 10-11PM Firr (top 40, pop, classic rock)
- 11PM-12AM Skunkiebutt (hip hop, trap, electro)
- 12-1AM Ko-Duh! B2B Recca (electro house)
- 1-2AM Bloodwiser B2B Tigon (multi-genre)
- 2-3AM Genki (freedom hardcore)

Sunday Deaddog in Emerald B/C

- 8-9PM YNA (trance)
- 9-10PM GeDM (multi-genre)
- 10-11PM Rotten Robbie (multi-genre)
- 11PM-12AM P-Dawg (trap)

Elements of Boffing

Saturday 4:30-5:30PM in Cascade Courtyard Thomas Lenentine
Please be advised that this is an observation panel only.

Fandom Beyond Furry

Saturday 11AM-noon in Elliott H Gibbitt, Orbus
Furry is almost what one might call a meta-fandom; it's a fandom of itself. As such, it can be added to almost any other fandom with minimal effort, and as such, opens the door to a wealth of opportunities. Come hear about some of the other fandoms in the Pacific Northwest and explore the possibilities of fandom outside furry.

Finding Your Creative Spark

Sunday 2-3PM in Columbia A/B Amadhia
Let's face it, there are so many amazing things going on in furry culture, it's easy to feel inspired... but it's hard to pick just one or two things on which you want to spend your hard-earned time to get good-at! Join our musical GOH Amadhia "Dreamsong" as she shares ideas and experiences from her own far-reaching path - things that can help you too find focus for your creative fire.

Friendship Is Magic

Friday 3-4PM in Cascade Courtyard Aphinity
Did you ever wonder what friendship could be? It just might involve little pastel-colored talking ponies....

Utopia ~~Dystopia!~~ Awaits!

Featuring

Steven Barnes
Author Guest of Honor

Julie Zetterberg
Costuming Guest of Honor

Gene Armstrong
Fan Guest of Honor

masquerade, artist's alley & more!

RUSTYCON 33

January 15th - 17th, 2016
SeaTac Hilton Convention Center

rustycon.com/register.php

Furcadia Meetup

Saturday 7:30–8:30PM in Columbia H/B

Mortain

Ever play *Furcadia*? Ever wanted to meet the people behind the characters in the game? Want to reminisce with old and new friends? This is the meetup for you! Come hang out, find out what *Furcadia* is all about, and meet face-to-face the people behind the avatars!

Furlandia Staff Meeting

Friday 8–9PM in Elliott H

Lumio

Portland's furry convention, Furlandia, has finally entered the age of steam power and spinning gears! Come stop by our panel where we give you an overview of Furlandia's journey through the ages and what Portland has to offer for our furry fans this year. Plan for your next vacation to the City of Roses and take the first step in your adventure by pre-registering at our kiosk. If you want to do more than attend and help us out, sign up as a volunteer and help us go full steam ahead!

Furry HAM

Saturday 1:30–2:30PM in Elliott H

KayFox, Trapa

Furries. HAM. No ham.

Furry HAM Demo

Saturday 2:30–3:30PM in Cascade Courtyard

KayFox, Trapa

A live demonstration of HAM Radio techniques, hosted by RFRF. That's RainFurthest Radio Frequency, which is not a real organization.

Fursuit Dance Auction

Friday 10–10:30AM in Columbia H/B

MetalFox

Do you have a fursuit? Do you like dancing? Do you like helping animals? Here's your chance to do it all! We're auctioning off chances to dance with a fursuiter during our slow dance panel on Friday night. All proceeds go to our partner charity. Come bid on the chance to dance with a fursuiter, or come offer up a dance!

Fursuit Dance Competition

Friday 3–5PM in Main Theater (qualifiers, day 1)

Terk Wolf

Saturday 11AM–1PM in Main Theater (qualifiers, day 2)

Terk Wolf

Saturday 7–8:30PM in Main Theater (competition)

Terk Wolf

Gender Identity in the Fandom

Saturday noon–1:30PM in Elliott H

Indi Latrani, Orbus, Makyu, rax

Gender is hard; let's do particle physics.

Guest of Honor Dinner and Concert

Friday 6–8PM in Main Theater

Rex Wolf

Hackers, Locks, and Cheese

Friday 7–8PM in Elliott H

KayFox

Cheese not included.

A History of Furry

Thursday 7–8PM in Elliott H

Wilford B Wolf

Furry fandom has developed into a vibrant and diverse community, but where did it come from? What are its origins? How long has it been around? This panel gives a history of fandom by looking at some predecessors, influences, and key events to into its development.

Ice Cream Social

Sunday 1:30–3PM in Secondary Theater

Incredible Inflatables

Friday 3–4:30PM in Secondary Theater

Aphinity

Karaoke!

Saturday 10PM–1AM in Secondary Theater

Saph

Keeping Your Creative Spark Alive!

Sunday noon–1PM in Peninsula B

Amadhia

So you've got your creative spark.... Now what? How do you keep that spark burning strong when life gets in the way? Twitter, Fur Affinity, video games, movies, Netflix, and *Game of Thrones* marathon weekends.... All these things and more claw at our free-time like ravenous were-beasts! How the heck are we going to get good at something, finish that painting, or novel, or song, or whatever, with all the distractions? How do you maintain your drive to pursue your art-of-choice when you've just gotten a new boy/girl-friend... or just gone through a breakup... or you're overworked at your job or school? What's the difference between motivation and discipline, and how can you make these tools work for you? RF's musical GON Amadhia "Dreamsong" shares her own techniques and experiences for maintaining the Creative Spark through adversity, successes, and über-busy schedules!

The Meaning of Furry

Sunday 2–3PM in Elliott H

Gibbitt, Rhiannon Louve

What is furry? What is it about this fandom that attracts us, that keeps us coming back, and that makes us want to participate? Is it spiritual? Is it social? Be part of a discussion about what it means to be furry.

Model Trains

Sunday 10–11AM in Elliott H

Moorcat, Chiba

All aboard! Two model train enthusiasts share ideas for setting up your best track and building a world in miniature.

Nerf War!

Saturday 11AM–1PM in Secondary Theater

Loki, Selkit

Bring your Nerf blasters or other foam-throwing toys of mass distraction! Selkit and Loki will be running two hours of

87C

foam-slinging mayhem with Capture the Flag and other chicanery. A limited number of loaner blasters will be made available, but please bring your own!

Opening Ceremonies

Thursday 6-7PM in Main Theater Rex Wolf

Partner Dancing / Fursuit Auction Dance

Friday 10PM-midnight in Secondary Theater Mia Lutra

The Rise of Rocket Raccoon

Friday 7-8PM in Elliott B David Popovich

Rocket Raccoon started life as one of Marvel's "silly" characters, but evolved over his run to become one of their most popular characters. This panel followed the evolution of one of the fandom's most visible outside stars from his origins through to his role in the blockbuster film, *Guardians of the Galaxy*.

Scavenger Hunt

Sunday 3-4PM in Elliott A

As with every year, we bring back RF's annual (and sometimes notorious) Scavenger Hunt! You bring your friends and your enthusiasm, and we bring you three days and a list of the mundane and odd things you'll have to find.

Scratch and Hiss

Sunday 4-5:30PM in Secondary Theater

Rex Wolf, Kristina "th' buni" Tracer

Every year, RF likes to provide its attendees with an opportunity to provide live feedback about what went well and what we could stand to improve. If you've got an opinion, let us have it. (But no tomatoes, please!)

SeaPAH Meet and Greet (18+ only)

Friday 8-10PM in Secondary Theater Nightcat

Second Life Meet and Greet

Friday 8-9PM in Elliott B Saber

Senusal Scalies! (18+ only)

Saturday 11PM-1AM in Columbia A/B Zantal

Join us for our fourth time looking into the most intimate side of scalie creatures. Dragons, nagas, crocodiles, lizards, even dinosaurs - whatever your tastes, they're on full display after dark. Featuring artists and fursuits - come see what they have to offer.

Sixty-Second Meet and Greet

Friday 2-3PM in Elliott A Miya

A unique opportunity to quickly meet people who are attending the convention, so when you are walking the halls, you'll recognize

people and not feel like you know no one. Think "speed dating" but with no pressure! Fun, and a great chance to share your experiences.

Surviving Burning Man

Saturday 2:30-3:30PM in Elliott A Rummy

Are you curious about Burning Man? Come learn how to survive and thrive on the harsh desert playa. We'll give a brief intro to survival structures, cooking and preserving food, costumes, and the culture of Burning Man.

SWOC Board Meeting

Sunday noon-1PM in Elliott A Gibbitt, Electric Keet, Orbus

This is an open board meeting for SWOC, hosts of the 73rd Annual WorldCon. Members of RF are encouraged to come participate and learn more about the state of fandom in the Pacific Northwest.

SWOC, ConComCon, and You

Sunday 11AM-noon in Elliott A Gibbitt

Have you ever wanted to start your own con? Have you wondered about what it takes to run a convention? SWOC has helped to start and run events throughout the Pacific Northwest and even hosts a convention on how to host conventions every year. If you've ever wanted to learn more about convention-running, come get involved!

Transformation Meditation

Friday 7-9PM in Cascade Courtyard Rhiannon Louve

Have you ever dreamed of being something else? Be part of a guided meditation that will help take you through an inner transformation to express another side of yourself. A light Q&A session will be available afterwards for learning more about how to explore this topic outside the convention.

Variety Show

Saturday 4:30-6PM in Main Theater North Wolf, Keen Otter

Variety Show Rehearsal

Friday noon-2PM in Main Theater North Wolf, Keen Otter

Saturday 2-4:30PM in Main Theater North Wolf, Keen Otter

Voice Acting with Buck Hopper

Saturday 4-6PM in Secondary Theater Buck Hopper

See what it's like to be a voice actor in this audience participation panel! Volunteers perform from a prepared stack of two-character scripts and are recorded on a pro-grade rig.

Whose Lion Is It, Anyway?

Saturday 2-3PM in Secondary Theater Tazel Sixpaws

Think you've got an "improv-able" amount of talent when thinking on your feet? Then come join Tazel, an old paw at fur-con

improvisation panels, enjoy some exercises and games to limber your mind and body, and share a laugh or five with your fellow fur!

A Youtubaloo of Ice and Fire

Saturday 10–11PM in Elliott H PRAWST

The trust fund kids send their regards as Youtubaloo returns to claim its rightful place on the iron throne of Seatac's Landing. In the name of Beezy, first of his name, King of the Andals and the First Greymuzzles, this awful parade of poorly edited videos return to thrill the small folk and give you headaches from laughing. Please, leave no mess behind or prepare to pay the Iron Price.

Youtubin'

Saturday 5–6PM in Peninsula B Mursa ArtDragons

How do you YouTube? Join Mursa of Four Side Gaming in a roundtable discussion of tips, tricks, questions and suggestions on how to improve your videos, build your audience, and establish your unique identity on the number one video site on the Internet.

Art Track

Art Faster!

Saturday noon–1PM in Peninsula B Jan

Come on in and join Jan, the creator of *Nine to Nine*, *Swords and Sausages*, and *College Catastrophe* as he provides his insight and tips on how to increase your digital art speed without sacrificing quality.

Art Jam

Thursday 9PM–midnight in Peninsula B: "Sword and Steel"

Friday 9PM–midnight in Peninsula B: "Magic and Miracles"

Saturday 9PM–midnight in Peninsula B: "Dungeons and Denizens"

Sunday 1–4PM in Peninsula B: "Towers and Treasures"
Mursa ArtDragons

Badge Art

Saturday 6–7PM in Peninsula B Danika Jane, 3Ring

Composition and Visual Balance

Saturday 1–2PM in Peninsula B Danika Jane, 3Ring

Cubfur Scribbles

Sunday 11AM–noon in Peninsula B Wen, KitKiama, Paul, Gem

Cubfurs, come play! Bring your favorite box of crayons, then draw amazing imagination-filled pictures whilst in little head space and stick them on the fridge door!

Drawing Backgrounds

Friday 11AM–noon in Peninsula B Jan

From Black and White to Full Color

Saturday 11AM–noon in Peninsula B Jan

From Idea to Implementation

Friday 2–3PM in Peninsula B Jan

Help, I Can't Draw!

Saturday 4–5PM in Peninsula B Jan

Do you think you don't have the talent to create art? RF's artist GOH would beg to differ. Stop on by and see if he's right!

Live Drawing: Female Clothed

Saturday 7–8PM in Peninsula B Moorcat, Jill

Live Drawing: Female Nude (18+ only)

Saturday 8–9PM in Peninsula B Rhiannon Louve

Live Drawing: Male Clothed

Friday 7–8PM in Peninsula B Moorcat, Wolffur Wolf

Live Drawing: Male Nude (18+ only)

Friday 8–9PM in Peninsula B Moorcat, Wolffur Wolf

Making Comics for Publication

Friday noon–1PM in Peninsula B Dana Simpson

Making comics for syndication is different from making them for the web. Come and hear from Dana Simpson, creator of *Heavenly Nostrils*, how her process of creating comics has evolved since she started work with a regular editor.

Making Illustrator Behave

Friday 4–5PM in Peninsula B Egypt Urnash

Egypt Urnash, RF's 2014 artist GOH, returns to share some of her favorite tricks for making Illustrator do what you want it to do.

The Study of Anatomy

Friday 1–2PM in Peninsula B Danika Jane, 3Ring

Liefeld Syndrome is a heart-and-ribcage-wrenching condition that affects more illustrated characters than you may realize. Please help do your part to reduce the spread of this spine-twisting affliction by coming and learning about the anatomy of the figures you're drawing.

Two Snarky Webcomics Three

Friday 5–6PM in Peninsula B Dana Simpson, Egypt Urnash

Two snarky webcomics—Dana Simpson of *Heavenly Nostrils* and *Ozy and Millie*, and Egypt Urnash of *Decrypting Rita*—talk about webcomics for the third time.

Fursuiting Track

Advanced Fursuit Construction

Sunday 10–11AM, Columbia H/B

Razzy Lee

Moving forward from “Fursuit Construction for Beginners”, this is a course for those with previous experience in machine sewing, patterning, and sculpting. In this panel, we will discuss casting and mold making, developing new patterns, and experimenting with more difficult fabrics. Razzy_Lee will show you how! Learn about material sources and recommendations.

Beginner Fursuit Construction

Saturday 10–11AM in Columbia H/B

Razzy Lee

Learn the basics of fursuit making. Sewing techniques, patterning, sculpting, and more! Razzy_Lee will show you how. Learn how to make a complete full fursuit using basic techniques and materials. Learn about material sources and recommendations.

Character and Communication in Fursuiting

Saturday 3–4:30PM in Columbia H/B

Croc / Audiodile

An amazing suit is a work of art, but it has the power to be so much more if you know how to perform in it. This interactive panel will cover movement, conveying complex emotions, non-verbal communication techniques and other things you can do to make your character really come alive.

Duct Tape Dummies Live!

Sunday noon–1PM in Columbia H/B

Razzy Lee

Razzy will display the correct supplies and show the proper method of making a duct tape dummy in a live demonstration. Q&A during the demo.

Ears Building Workshop

Saturday 4:30–6:30PM in Columbia H/B

DragonManMike, ShadowGoddess

Build your own ears to wear around the con, and learn how to do it yourself in the process! Note: A \$10 entry fee at the door will be required to cover the cost of materials, which will be provided. A limited selection of fur colors will be available. Max 30 guests.

Fursuit Building as a Business

Saturday noon–1PM in Columbia H/B

Temperance

Learn the business of making fursuits including ordering materials, customer service and demand, advertising, overhead, supply, and shipping.

Fursuit Care, Repair, and Travel

Friday 1–2PM in Columbia H/B

Nicodemus Rat, KodiPup

An introduction in fursuit care, repair, and travel. Learn what to do to keep your fursuit looking like new!

Fursuit Charades

Friday noon–2PM, Second Theater DragonManMike, Luna SnowWolf

Do you love party games? Especially charades? How about fursuits? If you have a passion, come on down for some furry fun with fursuit charades. All are welcome, suiters and non-suiters alike!

Fursuit Games

Sunday 2–4PM in Main Theater

KodiPup

Come cheer on your favorite fursuiters as they run, jump, flail, and battle for the title of RF 2015 Fursuit Games Champion!

Fursuit GOH Meet and Greet

Friday 4:30–5:30PM in Columbia H/B

Red Hyena

Sit down with our fursuit GOH, Red Hyena, for a Q&A get-to-know session.

Fursuit Head Construction

Friday 11AM–noon in Columbia H/B

Nicodemus Rat

Perhaps the trickiest part of a costume, there are many ways to build a fursuit head. Learn from Nicodemus the techniques to build one for yourself.

Fursuit Parade

Saturday 1:30–2PM

Main Theater

Come and join the parade! All those suits you’ve been seeing around the convention space will be on display. Check your pocket guide for a map of the parade route!



Fursuit Parade Lineup

Saturday 1-1:30PM

Main Theater

If you'd like to be part of the fursuit parade, this is your chance! Please come join the line-up in Main Theater.

Fursuiter Meet and Greet

Friday 8-9PM in Columbia H/B

DragonManMike

Open to everyone, suiter and non-suiter alike. The fursuiter meet and greet is a safe place to relax, take off your head and meet the flesh under the fur. Or, if you don't own a suit, it's a great place to meet the people under the characters.

Fursuiting Beyond the Con

Sunday 11AM-noon in Columbia H/B

Aphinity, Kijani Lion

Have you ever wanted to take your fursuit beyond the walls of a convention but don't know where to begin? We will discuss the ways you can put your costume to good use for a public audience, how to get involved with local events and festivals, and the major differences between fursuiting inside and outside of a con environment, among other topics. Learn how to spread some furry cheer to your hometown.

Fursuiting for Beginners

Friday noon-1PM in Columbia H/B

Temperance

What newcomers can expect about fursuiting: how much they cost, dealing with glasses, heat, clothing, the importance of spotters, and the many other things fursuiters have to deal with.

Fursuiting on a Budget

Thursday 8-9PM in Columbia H/B

DragonManMike

So you wanna build a fursuit but don't have much money? Learn how to build a fursuit on a limited budget—as well as a few pointers on what you can't manage without some real cash.

Fursuits of Tomorrow

Sunday 4-5PM in Columbia H/B

Red Hyena

It's amazing to look back at the history of fursuiting as we know it today—the selections of technology, humble fur and foam to fully animatronic marvels. Your only limit is how hard you are willing to push the limits.

How to Plan for Success

Saturday 11AM-noon in Columbia H/B

Red Hyena

Realize your dream suit by breaking down a big project into manageable steps. You don't need to be a wonderful artist; the goal's to get your thoughts on paper so you don't have to do it all by memory.

Second Skin

Saturday 2-3PM in Columbia H/B

The Baron and Company

Welcome to Second Skin! Are you new to character makeup? Not

sure which end of the makeup sponge to use, or still trying to figure out how to attach that prosthetic cat nose to your face? Then come join the Baron and Company as they walk through the joys and fears of prosthetic use and character makeup!

Tails Building Workshop

Friday 5:30-7:30PM, Columbia H/B DragonManMike, ShadowGoddess

Build your own tail to wear around the con, and learn how to do it yourself in the process! Note: A \$10 entry fee at the door will be required to cover the cost of the provided materials. A limited selection of fur colors will be available. Max 30 guests.

The Emotional and Spiritual Side of Fursuiting

Sunday 1-2PM in Columbia H/B

Yippee Coyote

For many of us, choosing a character and bringing them to life is a major emotional investment, but ultimately a very rewarding one. This panel is an exploration of what bonds us to our characters, and the ways that being a character or even being around our characters can impact us emotionally and spiritually.

What Suits You?

Friday 2-3PM in Columbia H/B

Red Hyena

Let's start things off with a fun and informative discussion for new suiters, current suiters and non-suiters who just like the big fuzzy ones!

Gaming Track

Furoticon: Introduction and Beginner Tournament (18+ only)

Friday 9-11PM in Columbia H/B

Callista Skip, Seppel

In Furoticon, you control your own personal furry harem and compete for dominance over your opponent's harem! Check out the how-to-play panel to get your hands on some cards (demo decks available!) and compete in one of our tournaments to win prizes! To sign up or get more information, stop by the Tail Kiss Studio dealer table. (18+ only.)

Furoticon: Sealed Tournament (18+ only)

Saturday 9-11PM in Columbia H/B

Callista Skip, Seppel

In Furoticon, you control your own personal furry harem and compete for dominance over your opponent's harem! Know the game and feeling competitive? To sign up for our sealed tournament, stop by the Tail Kiss Studio dealer table. (18+ only.)

Furry Family Feud

Friday 5-7PM in Secondary Theater

Thomas Skunk

We asked a hundred furies the same question; the top five answers are on the board. What game show is returning to RF this year?

Ingress Competition

Sunday noon–1PM in Cascade Courtyard *Wolf Sabuka Irotisha*
The annual RainFurthest Ingress competition.

Ingress Introduction

Friday 12:30–1PM in Elliott H *Wolf Sabuka Irotisha*
Every year RF hosts an Ingress tournament, but what is Ingress? In this panel, we'll explain the basics of the game and make sure everyone is ready to battle on Saturday!

Laika Dosha Interactive Novel Demo

Saturday 4–5PM in San Juan *Patrick “Bahumat” Rochefort*
A hive-mind, a haunting, and humanity's best ticket home. Come join the RF-exclusive premiere of *Laika Dosha*, the exciting new visual novel game produced by HTBH Games. Meet the cast, see the opening minutes of the game, and get a chance to play the demo. Hosted by *Laika Dosha's* writer and director Patrick “Bahumat” Rochefort. Learn more about the game at www.laikadosha.com

Neverwhen Book Launch

Friday 9–11PM in Hospitality Suite *Dustin Gross, Gibbitt*
Come join Dragondyne Publishing in their release of a new supplement to the *Neverwhen* series, *Starships*. The new supplement includes information on new starships, starship creation, xenofoms (furries, to the enlightened folks!), and more!

Neverwhen Demonstrations

Thursday 2–6PM in Orcas H/B
Friday 10AM–3PM and 3–6PM in Orcas H/B
Saturday 10AM–3PM and 3–6PM in Orcas H/B
Sunday 10AM–3PM in Orcas H/B

Welcome to the world of *Neverwhen*. *Neverwhen* is a campaign setting (using Paizo's popular *Pathfinder Roleplaying Game*) that allows players and gamemasters to take items and/or characters from any D20 setting and use them in their own campaign. In addition, a storyline is provided that allows the easy inclusion of your campaign into the *Neverwhen* universes. We are doing demos of this *Pathfinder* setting. Pre-generated characters are available. The demos consist of several different scenarios selected based on player interest. All of the scenarios reflect the ability to combine different genres within the adventure.

Privateer Press Demonstrations

Thursday in Orcas H/B
4–8PM Warmachine/Hordes and Zombie Keep Out
4–8PM Warmachine/Hordes Iron Arena
(open play where participants report games and receive “Skulls” to spend on cool Privateer Press swag; for every ten Skulls participants are entered into the Iron Arena raffle!)

5–6PM Undercity game play #1 (four slots available)
7–8PM Undercity game play #2 (four slots available)

Friday in Orcas H/B

11AM–7PM Warmachine/Hordes and Zombie Keep Out
11AM–7PM Warmachine/Hordes Iron Arena
4–5PM Undercity game play #3 (four slots available)
7–8PM Undercity game play #4 (four slots available)

Saturday in Orcas H/B

11AM–3PM Warmachine/Hordes and Zombie Keep Out
11AM–3PM Warmachine/Hordes Iron Arena
3PM Iron Arena raffle

Sunday in Orcas H/B

11AM–7PM Warmachine/Hordes and Zombie Keep Out
11AM–7PM Warmachine/Hordes Iron Arena
2–4PM hobby class and paint-and-take
2–5PM Warmachine 25-point Speedmachine tourney
(Steamroller where you have battle group only restrictions and timed turns, sixteen slots available)
4–5PM Undercity game play #5 (four slots available)
7–8PM Undercity game play #6 (four slots available)

Puzzles, Puzzlers, and Puzzling

Friday 6–7PM in Elliott B *Orbus, Kai*
This panel description contains a puzzle. What is a puzzle? A puzzle is a clever way to encode a short piece of information within some other format using some sort of tricks, like removing letters from a sentence or ROT-13. Orbus and Kai are long-standing puzzlers who've run multiple events and would love the chance to show you the magic of puzzling.

Music Track

Bard to Bard: Tips on Singing

Friday 4–5PM in Elliott H *Dwale, Al Song, Amy Johnson*
General information on voice, voice training, and tips and tricks to refine your craft.

Drum Circle

Saturday 6–7PM in Cascade Courtyard *Pepper Coyote*
Come and make some noise! Join Pepper Coyote and a host of instruments for a chance to jam to the beat. Move, get yourself into the rhythm, and be part of the music.

Headphone Music

Friday 1–2PM in Elliott H *Ribnose*
Nicole “Ribnose” Johnson, the creator of Boreal Network and a number of other musical identities, shares her thoughts and feelings on the power of music to be an experience all to itself.





Lend Me Your Ears: Open Mic

Friday 3–4PM in Elliott H

Dwale, Al Song, CreatorWorks

Saturday 7–8PM in Elliott H

Dwale, Al Song, CreatorWorks

Take the limelight. For the next hour, the microphone is yours. Show us what you've got!

Make Your Voice Do the Impossible

Thursday 9–10PM in Elliott H

Amadhia

The most versatile instrument is the voice. Whether speaking or singing, learn secrets to help you use your voice like you may have never thought possible. RF's musical GOH and transgender professional singer-songwriter, Amadhia Albee (M→F / Baritone→Soprano) shows you the secrets that she herself uses every time she uses her voice to speak or sing. Whether you dream of singing (male or female) or simply bringing more presence into your speaking voice (male or female or somewhere in-between) these vocal techniques can help you unlock the voice you've always dreamed of having!

Making Music Mixes

Saturday 6–7PM in Elliott H

Emanate Hieromech

More than a mixtape, not quite a live set; there is an art to making a studio mix. Long, smooth crossfades, matching tempos and keys, and choosing a good beginning and end, are all skills used in the process. Listen to samples of transitions and learn tricks to create music mixes that encapsulate emotional narrative in sound.

Medieval Dance

Friday 10AM–noon in Secondary Theater

Luprand

Come learn how they danced back in the day. Luprand will be teaching several styles of English folk dance, some European Continental court dances, the Russian Korobeiniki, and the Finnish Letkajenkka. Audience participation is encouraged and hoped for!

Music 101

Thursday 8–9PM in Elliott H

Dwale, Al Song, Chiba, Amy Johnson

Saturday 3:30–4:30PM in Elliott H

Fox Amore, Dwale, Al Song, Chiba, Amy Johnson

What is music, and how do we make it? Music 101 is a free-form conversation with a series of panelists on the crafting of music. Topics will vary across the hour, including how to get started, good practice habits, picking an instrument, basic music theory, and discussions of music genre.

Set in Stone: Recording Music

Saturday 5–6PM in Elliott H

Fox Amore, Pepper Coyote

Come hear Fox Amore, one of RF's previous guests of honor, talk about the process of recording an album!

The Craft of Verse: Writing Lyrics and Poetry

Friday 5–6PM in Elliott H

Dwale, Al Song, Amy Johnson

How does a poem become a song? Join our panel for a discussion on waxing lyrical and setting words to music. Tricks for improving your poetry will be included in the conversation.

Writing Track

2015 RF Anthologies Book Launch

Saturday 8–10PM in Hospitality Suite

Hunter, Sterling

We would like to welcome you in celebrating the fifth annual RainFurthest Anthology. Every year, we release a book of short stories based on the current year's theme, with all profits going to charity. Swords and Sorcery is a classical theme that everyone knows from growing up, with everything from *The Sword in the Stone* to *Conan the Barbarian*. This year, we present fourteen brand new stories and six new works of art donated to a good cause, including cover art by RF's artist GOH, Jan.

Additionally, in the last two years, the writers at RF presented us with a challenge. To match our regular anthology, we release an adult anthology as a companion piece. This year, we finally give you *Naughty Sexy Furry Writing*, RF's first "after dark" version of our traditional charity work. Six authors give you six different stories to tease with three artists adding their own touch to the genre and cover art presented by long-time RF supporter Rhari.

And So It Came to Pass: History in Furry Fiction

Friday 3–4PM in Elliott B

Kyell Gold, Phil Geuss, Sterling

History is a treasure trove to pluck stories from and give your own twist to. Come and listen to our panelists discuss their views and opinions on furies in historical fiction.

Bad Fiction: Flash Fiction Competition

Sunday 11AM–1PM in Elliott B

Ocean Tigrox, Mars, Munchkin

The challenge? Three writers taking your bad ideas and making the best bad story possible. The true challenge, however, is if they can read it to you at the end. They will have one hour to come up with their worst from your worst.

www.FurryWritersGuild.com

Resources for furry writers and readers:
Links, articles, forums, critique, market info, weekly chats, and more!

Twitter: @FurWritersGuild



Art by Frank LeRenard

GODS OF OLYMPUS

CONFURGENCE 2016
WWW.CONFURGENCE.COM
JANUARY 8TH-10TH, 2016

CHERRY PANDA

Bad Flash Fiction: After Dark Edition

Friday 10PM-midnight in Elliott B Not Tube, Munchkin, Kitswulf

This is going to be bad. Very bad. Awful and naughty writing. The audience will get to throw ideas (and only ideas!) at three authors who then have one hour to write the worst possible adult piece they can! Note: We at RainFurthest are not responsible for any damage to your mental health.

The Beastiarium: Writing Fantastical Creature Anatomy

Sunday 4-5PM in Elliott B Voice Spider, Renee Carter Hall, Yannarra
Gryphons and dragons and bugbears.

Bedtime Stories

Thursday 10-11PM in Elliott H Bun Bun

Story time! Story time! Bring your blanket, pass the milk and cookies, and get cozy while Bun Bun reads bedtime stories.

Cógotl Awards

Thursday 10-11PM in Hospitality Suite Mary E. Lowd

In this elegant ceremony celebrating the best furry fiction from 2014, awards will be presented for best short story, novella, novel, and anthology. Come hear about the nominees and be among the first to find out who will win this prestigious award!

Dogs and Cats Living Together: Writing Erotic Furry Anatomy

Thursday 11PM-12AM, Elliott B Roland Ferret, Yannarra, Kitswulf

Tails, claws, and feathers? A discussion of how these and other animalistic physical characteristics fit into an erotic scene.

En Garde! Thrilling and Believable Action Sequences

Sunday 10-11AM in Elliott B Not Tube, Greg Laurel, Ocean Tigrox

"Thrust! Thrust! Parry.... Good!" Action is meant to engage the reader and pull him into the moment. During this panel, our writers will talk about how to craft the scene and give it the energy it needs to become truly exciting.

Everyone Needs a Thief and a Cleric: Tropes and Clichés in Fantasy

Friday 1-2PM, Elliott B Jess E. Owen, George Squares, Renee Carter Hall

They're funny because they're true!

The Eye of Argon!

Friday midnight-2AM in Elliott H Bun Bun

Can you survive a reading of the worst piece of amateur fiction ever typed? Better yet, try reading an entire page of it out loud... without collapsing in laughter. So much fun, you'll ejaculate, "Mrifk!"

Fangs and Fonts Live

Saturday 6-8PM in Secondary Theater

Voice Spider, Roland Ferret, Yannarra, Ocean Tigrox

Join the members of the furry writing podcast Fangs and Fonts

as they invite some guests on stage for a live recording and open discussion about writing, editing and the furry writing community. Ask questions, join in, or just come for the discussion.

Five C's of Writing with Phil Geusz

Saturday 6-8PM in Elliott B

Phil Geusz

A massive two-hour session and discussion on conceiving, composing, critiquing, completing, and commercializing stories in today's furry market. Hosted by Phil Geusz, author of over twenty mostly-furry novels.

Flash Fiction Competition

Saturday 11AM-1PM, Elliott B Voice Spider, Renee Carter Hall, Hunter

Witness three writers take the best (and worst) ideas you can throw at them and, in one hour, come up with an entire story. These will be read aloud for the audience.

FurPlanet and SofaWolf Book Launch

Saturday 2-3PM in Hospitality Suite Ocean Tigrox, Not Tube

RainFurthest would like to invite you to join two of our returning writers as they launch three new books for 2015! Both Ryan Campbell and Ocean Tigrox have served as panelists for RF in years past, and have participated in RF's yearly anthology.

Koa and the Drowned Kingdom: When Koa was just a pup, a terrible storm killed his family and tore his wings. Adopted by a family of otters, he falls in love with a bat from the world he lost long ago. He knows he'll never belong in a world made for those who can fly, but he'll brave dark magic and treachery for a chance for one dance.

Forest Gods: Book Two of The Fire Bearers sees Clay and the leopard god Doto travelling outside the forest to search for the god of the savanna and the reasons for the fury of Doto's father, who has turned the forest against humanity. But while they seek answers, the village healer Cloud begins to suspect Prince Laughing Dog of working in collusion with a terrible god who plans to consume the whole world.

Ocean Tigrox brings us the third anthology to be presented this year by RF: *Stalking the streets after dusk* is risky business, but some tales are only told in the depths of night. Crime pales against the cold, murderous motives of those behind it. Claws and fangs open doors for a twisted soul to find a means to an end. It's a deadly road spiraling downwards when the deeds done are *Inhuman Acts*. Explore thirteen anthropomorphic noir stories about betrayal, corruption and deceit from award-winning authors and up-and-coming writers. Pour your favourite whiskey and light up a cigarette as Stanley Rivets, PI shares with you his collection of case files from dim to dark to downright ugly.

Furry Writers Guild Meet and Greet

Thursday 9-10PM in Hospitality Suite

Renee Carter Hall

The Furry Writers Guild was founded in 2010 to promote quality



anthropomorphic literature and provide support to furry writers through its website, blog, and forums. Come meet some of our members and learn how the guild works, what's required to join, and how our resources can help you whether you're a beginner, a pro, or anything in between.

Guest of Honor Reading and Q&A

Friday 4–5PM in Hospitality Suite Renee Carter Hall

Please welcome RF's 2015 writer GOH, Poetigress, as she reads from some of her work and answers your questions!

1 Cast Thee Out! Dealing with Rejection and Critique

Friday 11AM–noon in Elliott B

Mary E. Lowd, Renee Carter Hall, Phil Geusz

"No" is not the dirty word in the literary world that you think it is. Even the best are rejected from time to time. Come in, and listen to our panelists discuss how to deal with and learn from those inevitable rejections.

Introduction to Motion Capture

Sunday 3–4PM in Elliott B Buck Hopper

Ever since rotoscoping, human motion has been an invaluable tool to animators, but with new technologies, motion capture is reaching a whole new level. Come learn about "mocap" and how it's changing the animation industry.

It's Not Magic: Writing a Believable Sex Scene

Saturday 11PM–midnight in Elliott B

Yannarra, George Squares, Ianus J. Wolf

Some things just are not physically possible, no matter how you try to bend. Come and hear our panelists discuss how to create a steamy but believable sex scene.

Kaffeeklatsch

Friday 8–10AM in Hospitality Suite Sterling, Hunter

Saturday 8–10AM in Hospitality Suite Sterling, Hunter

Sunday 8–10AM in Hospitality Suite Sterling, Hunter

A gathering for writers, friends of writers, people who've looked at books... and pretty much anyone else who wants to stop in. We provide the coffee and morning munchies, you provide the conversation. Did we mention coffee?

Kyell Gold Book Launch

Thursday 11PM–midnight in Hospitality Suite Kyell Gold

Come to the launch of the newest book in the Cupcake line from Kyell Gold and FurPlanet. "Losing My Religion" is the story of Jackson, a bisexual coyote in an R.E.M. cover band trying his hardest to get laid while the band's on tour, and Zeb, an ex-Mormon kit fox newly arrived to play bass for the band and trying to figure out his life.

Oh, the Horror! Writing Horror in Furry Fiction

Saturday 3–4PM in Elliott B Phil Geusz, Voice Spider, Ianus J. Wolf

Good suspense is hard to find. Tension needs to be nurtured to properly enthrall the reader. Want to learn more? You just might... if you come to this panel.

One Destination, Many Paths: Traditional and Self-Publishing

Friday 9–10AM in Elliott B

Sean (Rivercritic) Gerace, Jess E. Owen, Renee Carter Hall

Panelists will talk to you about the roadblocks and pitfalls of, and provide insight on, getting published. Topics include picking the right venue and publisher, as well as advice, tools on how to present your work to give you the best chance at getting published, and how to handle the inevitable rejection that comes with the trade.

Only the Strong Survive: Editing and Revising your Manuscript

Friday noon–1PM in Elliott B

Rechan, Ocean Tigrox, Sean (Rivercritic) Gerace

You've just finished your story... but now what? Editing is what makes the difference between a roughly polished stone, and a flawless gem. Our writers and authors will help you learn what to do to help your story become better.

Questing Across the World: Fantasy

Writing Around the World

Saturday 4–5PM in Elliott B Not Tube, Whyte Yote, Kitswulf

We live in a wide wide world—every culture has their own view of fantasy. Our panelists will discuss the differences and similarities that various cultures give to this one common genre.

A Reading with Kyell Gold

Saturday 5–6PM in Hospitality Suite Kyell Gold

Author Kyell Gold reads from an upcoming or unpublished work. Come hear a story before it appears in print!

A Reading with Mary Lowd

Friday 2–3PM in Hospitality Suite Mary E. Lowd

Science-fiction and furry author Mary E. Lowd will read from some of her upcoming works. Get a peek at what's coming next from the author of *Otters in Space* and the Ursa Major Award-winning story, "When a Cat Loves a Dog".

Research and Internal Consistency

Friday 5–6PM in Elliott B Kitswulf, George Squares, Mary E. Lowd

Everyone hates the plot hole. In this panel, our authors will help you understand why doing the work will make your story better, and how to avoid your story hitting a nasty bump in the road.

Ripping the Bodice: Romance and the Genre

Thursday 10–11PM in Elliott B Roland Ferret, Munchkin, Yannarra

Is it love, lust, or just sex? Romance is not as easy as you think. Come meet professional and amateur romance authors and listen to their views on what makes for a good story.

Safety in Numbers: Writing Groups

Friday 10–11AM in Elliott B Voice Spider, Yannarra, Mary E. Lowd

Sometimes we need a little nudge to get our work going in the right direction. Who better to help than other writers? Our panelists will give you insight into how to form a group and keep it active, or where to look for good writing groups to join.

Unsheathed Live (18+ only)

Saturday 8–10PM in Secondary Theater Kyell Gold

Unspeakable Urges: Writing Kinks in Fantasy

Saturday 10–11PM in Elliott B Rechan, Munchkin, Ianus J. Wolf

Kink is in the eye of the beholder, and in this wide world there is something for everyone. A frank and judgment-free discussion of this broad and sometimes uncomfortable topic.

Voice Acting Workshop: Writer's Edition

Sunday 1–3PM in Elliott B Buck Hopper

It's Voice Acting Workshop again, only this time, we've got brand new scripts. How new? They were written at RF! Come try performing

the scripts written at the Writing for Voice Actors panel, or listen to how your dialogue sounds performed!

Who is Mary Sue?

Thursday 7–8PM, Elliott B Jess E. Owen, George Squares, Mary E. Lowd

Self-insertion, wish fulfillment, and sometimes just outright horrible writing. Mary Sue and Gary Stu are the uncomfortable side effects of writing that our panelists will help you either learn to avoid or at least make bearable again.

Wide Open: Erotic Author AMA

Friday 9–10PM in Elliott B Whyte Yote, Roland Ferret, Kyell Gold

Just be prepared for the answer....

Write Now!

Thursday 9–10PM in Elliott B Jakebe, Not Tube, Kyell Gold

Having trouble getting started on that short story? This panel will give you a simple way of organizing your thoughts to get started, and then provide you with half an hour of writing time. Bring something to write with and a creative spark!

Writing 101

Friday 4–5PM in Elliott B Julianne Royer, Yannarra, Mary E. Lowd

Saturday 10–11AM in Elliott B Julianne

Royer, Yannarra, Mary E. Lowd

Let's start at the beginning. Our panelists will help you with some of the basics, and give you a chance to ask questions.



Writing Competition

Thursday 8–9PM in Elliott B Kitswulf, Renee Carter Hall, Sterling

Take part in a three-day writing competition where you will be given a theme with which to write a short story. The winner will have their story published in next year's convention book, as well as other exciting prizes!

Friday 2–3PM in Elliott B Kitswulf, Renee Carter Hall, Sterling

Day two of our writing competition. Our three-judge panel will be available for questions and critiques on your progress, as well as for late arrivals to join and receive the themeing information.

Saturday 5–6PM in Elliott B Kitswulf, Renee Carter Hall, Sterling

This is the third day of the writing competition, and your work is due! A final chance to pick the judge's brains, and make any last minute edits before turning in your submission. Good luck!

Writing Scripts

Saturday 2–3PM in Elliott B Buck Hopper

Writing dialogue for prose is one thing, but writing dialogue for voice actors is another. Learn about the unique challenges in writing dialogue meant to be performed rather than read, and have your scripts actually performed!

Event Hosts

3Ring Al Song Amadhia Amy Johnson Aphinity
Buck Hopper Callista Skip Chiba CreatorWorks
Croc / Audiodile Dana Simpson Danika Jane David Popovich
DirtyPaws DragonManMike Dustin Gross Dwale
Egypt Urnash Electric Keet Emanate Hieromech Fox Amoore
Gem George Squares Gibbitt Greg Laurel Hunter
Ianus J. Wolf Indi Latrani Jakebe Jan Jess E. Owen Jill
Julianne Reyer Kai KayFox Keyy Otter Kijani Lion
KitKiama Kitswulf KodiPup Kristina "th' buni" Tracer
Kyll Gold Loki Lumio Luna SnowWolf Luprand Makyo
Mars Martinisoft Mary E. Lowd MetalFox Mia Lutra
Miya Moorcat Mortain Munchkin Mursa ArtDragons
Nicodemus Rat Nightcat North Wolf Not Tube Ocean Tigrox
Orbus Patrick "Bahumat" Rochefort Paul Pepper Coyote
Phil Geusz PRAWST rax Razzzy Lee Rechan Red Hyena
Renee Carter Hall Rex Wolf Rhiannon Louve Ribnose
Roland Ferret Rummy Saber Saph Sean (Rivercritic) Gerace
Selkit Seppel ShadowGoddess Spacecase Squeedgemonster
Sterling Tazel Sixpaws Temperance Terk Wolf
The Baron and Company Thomas Lenentine Thomas Skunk
Trapa Voice Spider Wen Whyte Yote Wilford B Wolf
Wolf Sabuka Irotisha Wolffur Wolf Yannarra Yippee Coyote

Art Show Bidder Agreement

How To Bid

- To register as a bidder for art show, proceed to a kiosk and enter in the name you registered as for the con.
- Once you have completed registration, you will be issued stickers with your bidder number, which will differ from your badge number.
- To place a bid, simply place a sticker on the next open line on a bid tag. Beside the bid sticker, enter in the amount you wish to bid for the item. The minimum increment for all bids is \$5.
- Bid tags can have two prices: a minimum bid price, and a Buy It Now price. If you are the first bidder and select the Buy It Now price, you have won the item. Once an item has a bid, the Buy It Now price no longer applies. The item may sell above the Buy It Now price.
- If there are at least four bids on a piece, it will be open for further bids at the voice auction. If there are no voice bids at the auction, the piece will be sold for the highest written bid. Pieces with three or fewer written bids will be sold for the highest written bid.
- All bids are final.

Bidder Rules

- Placing a bid is a promise to buy an item at the price entered. Placing bids for other people, placing joke bids, defacing bid tags, and not paying for artwork can be grounds to ban the bidder from the Art Show. Any spoiled bidder tags will be replaced by Art Show staff as soon as possible.
- To protect the art, absolutely no touching of artwork.
- Photography, unless given explicit permission by the artist, is prohibited within the Art Show. If you're taking pictures for an artist, please notify the Art Show staff first and provide your info.
- No food, drink, bags, or cameras are allowed within Art Show. These items must be checked at the door before convention attendees will be allowed to enter.
- To enter the adult section, all attendees are subject to a badge or ID check.
- Art Show will be open on Thursday for a preview only basis. Bidding will be available from opening on Friday until an hour before closing on Saturday. If Art Show staff find that the space is overcrowded, convention attendees not actively bidding will be asked to leave to ensure the safety of people and artwork. Status of bids will be made available at kiosks at any time and will be posted outside the art show as soon as possible after bidding closes.
- During the final hour on Saturday, the only offers accepted will be on items that have a Buy It Now price but no bid.
- Buyer pickup will occur after the voice auction on Sunday. All items are subject to Washington sales tax. RainFurrest is able to accept cash and credit card only.
- During the final half hour of bidder pickup, Art Show staff have the option of selling remaining items to the second highest bidder.

Scavenger Hunt List

Take this list to where you get ribbons, and get your "Scavenger Hunter" ribbon! Then, collect as many of these things as you can in a team of at least two players, and on Sunday 3-4PM bring it all to Elliott H to get your box of stuff scored. Win a free membership to next year for each of your team members!

The items and their point values:

- 5 something living
- 10 a plush with three legs
- 25 a virtual rainbow dragon
- 10 Gadget Hackwrench
- 10 an American badger
- 25 a silver eagle
- 10 a princess pony
- 10 a baby gryphon
- 15 a dragon's egg
- 15 a leg of ham
- 25 a Flake bar
- 10 a taste of single malt scotch
- 15 a civet shot glass

- 5 a milk carton
- 5-30 the wrapper from the worst thing you ate this weekend (points go to one team only)
- 1 a tooth (up to five)
- 5 two left feet (remember to fit them in the box)
- 10 a sword or sorcerer
- 5-30 a castle entry application form
- 5 something hacked
- 15 a floppy disk
- 5 a Bluetooth speaker system
- 20 a tuning fork
- 5 a yellow brick
- 5 a glow stick
- 5 a bus ticket
- 5 a sticker
- 10-30 a pennant
- 15 a "Code Master" ribbon
- 10 each gold donation ribbon
- 25 a 1984 penny (bonus for Canadian)
- 10-30 "paper" currency from outside North America

- 5-20 something from Down Under (no photos)
- 20 passports from at least three different countries
- 10 a photo of your team with one of the animals from Cougar Mountain Zoo
- 5 each one team member from each of the four classes
- 5 each ...and a bonus for upgraded classes
- 40 two friends you didn't know before the con
- 15 a trio of trespassers
- 5 a badge from one of the GOH's
- 20 a GOH's badge
- 30 a GOH's charity badge
- 5 an AUP from 2016
- 5 a RainFurthest challenge coin
- 10 a Vancoufur challenge coin
- 15 some of Rex's gray hairs
- 100 an accurate prediction of your score in this contest
- 15 a box to put it all in



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To those noble **H**eroes who may find this missive, I offer greetings and my plea for your aid. **E**vil has come to our fair convention of RainFurrest.

All within it will fall prey to the growing darkness. Truly, it is an ill time – but take heart, brave heroes. All is **N**ot yet lost. The darkness may yet be **S**mote, the **W**icked blight cast asunder. The **E**vil curse may yet be dispelled by you, the most noble heroes of **R**ainFurrest.

If you would take up this noble mission, you would have my utmost thanks. **S**earch throughout RainFurrest for the scattered fragments of the curse.

Within each one is **H**idden the essence of its undoing. Seek **A**nswers in many forms, but know that the undoing of **T**his curse will come from finding a set of magical ingredients.

As you find the name of each counter-spell ingredient, keep careful record. You shall need them all to lift the curse.

Spell **C**omponents must be handled carefully, for each one will **R**eact with those to either side of it. To assure the proper **I**nteractions, you must **B**uild your spell with intentionality and a deft hand. Do not

include some ingredient too soon, nor tarry in adding that which is required. A complete set is **E**ssential to lifting the curse.

Under no circumstances should you fight against the curse directly. Do not **S**lice the artifacts of the curse from where they fester, nor **E**mbark on a mission to find those who have **S**et this course of events into motion.

On the contrary, you must follow to their fullest the rules of **R**ainFurrest, and act in all manners with grace and decorum.

My **A**pprentice can provide you with a sheet to record ingredients, and may be able to answer certain questions – but the greatest riddles must be answered by you.

Seek out the puzzling artifacts of the curse, and learn what items may dispel them. When you have completed this part of the **Q**uest, come find my apprentice once more. There, you may **U**se my own personal **I**ncantation-pad to assemble the counterspell and lift the **D**arkness.

I wish you the greatest of fortune, and am, most sincerely,

– **M**erlin **A**mbrosius, the **K**ing's **E**nchanter and **S**orcerer





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