
OKLACON
11


FURRY FIESTA
HEROES & VILLAINS
FEATURING: BLOTCH, BIGBLUEFOX AND MORE!
FEBRUARY 21-23, 2014
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CHAPTER ONE: ABOUT US





ABOUT US

We find ourselves at the beginning of a week full of adventure, excitement, and life-long friends you're about to meet for the first time! Gathering for our eleventh year next to crackling campfires under starry skies, Oklahoma's own furry convention brings together the most talented, creative, and downright awesome members of the furry fandom. We share a common interest: getting back to nature, sharing our mutual interest in anthropomorphism, and raising money to buy food for hungry exotic animals that our charity, Safari's Animal Sanctuary, rescues and rehabilitates.

Thanks to awesome furs like you, we have grown steadily from the first outdoor format convention in the United States to become the largest outdoor furry convention in the world! We have a fully packed schedule of events that include outdoor activities like Predator and Prey, fun and interesting panels, art as far as the eye can see, and dances that will have you partying into the wee hours of dawn!

Ever changing, Oklacon is experimenting with a few new things this year: We've refined our menus, streamlined our registration process, and many of our evening events are taking place at the Roman Nose State Park Lodge, just a two minute drive away. As we continue to grow, we've worked hard to keep our outdoor feel intact, while growing certain other events in the indoor space that the lodge offers to provide unique experiences for every taste.



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http://www.furaffinity.net/user/hammerwolf/

If you haven't figured it out yet, we operate at a different pace here. Instead of the often-cramped, nose-bleed pace of regular conventions, we embrace and thrive on wide open spaces. No one hides in their room: we share experiences in the most gorgeous location Oklahoma has to offer. Age, race, even species have no place here. The lines of separation that styles, wealth, cliques, packs, groups, and sub-cultures place between us are erased this weekend. No matter from what walk of line you came from, at Oklacon, We are one family and we walk this trail together!

So, fill up your canteen, grab a walking stick, pocket your camera, and find a new face. There's a whole wilderness out there, just waiting for ya!



OUR CHARITY



Safaris Sanctuary was established in 1995 to provide animals, both exotic and domestic that needed a home forever. It was started by Lori Ensign-Scroggins and her parents.

Presently we have approximately 150 plus animals. They range from large cats to small cats, primates, lemurs, tortoises, kangaroos, donkeys, otter, skunks, goats, camels, deer, pigs, birds, porcupine, among many other animals.

Oklacon has been and still is the biggest supporter of Safaris, raising and donating well over $85,000.00 since 2003, the first year we were asked to be the Charity for Oklacon. With that money we were able to build new houses for the donkeys, rebuild part of the enclosures for the barnyard animals, as well as providing us with money to purchase much needed cat food during the winter months when our income becomes very low due to the weather. Average cost of the cat food is $2,000.00 per month. Your support has also allowed us to make many improvements to other areas as well as many of you who have visited Safaris have noticed.

During our 10 years at Oklacon we have become very good friends with such a great group of people, who do care about the animals, and who do a great job at helping us provide for the care of the animals. All furries are welcome at Safari's free of charge.

There is no way that we can express our thanks for what you have done for us and the animals. It is always a great pleasure for us to come back every year. This is one event that I look forward to year after year, not just for the charity, but to see many good friends, and to make new ones

Kurt Beckelman/Pardus/Park Manager





WHO AND WHERE?

Roman Nose State Park

You are in beautiful Roman Nose State Park, our host location for the past ten years. Once a winter campground of the Cheyenne tribe, this area became one of Oklahoma's original seven state parks under President Franklin Roosevelt's New Deal programs in 1937. Today, it is a scenic retreat set on a canyon bluff that overlooks ancient mesas. Towering cedar, buffalo grass, and wild blue sage add to the beauty of this legendary setting, and to the enjoyment of the many recreational activities. Set amidst a gorgeous canyon, recreation activities at this state park include an 18-hole golf course, tennis courts, volleyball court, hiking trails, two lakes, miniature golf, canoeing, mountain biking, paddle boats, horse stables and hay rides.



Oklacon Street Team

Oklacon is produced by the Oklacon Street Team, a volunteer group that gathers together many times during the year to figure out how to improve the best outdoor furcon experience there is. It's no easy task, but these hearty souls do everything from writing the con book; to planning the events; building contraptions to lifting and carrying heavy stuff; to picking the next Guests of Honor and next year's theme. Together with Fuzzy Productions, LLC, the legal entity that holds the bank accounts, signs contracts, and does the boring stuff, like filing taxes, we are a group of furs from Oklahoma and surrounding states that work hard to make this convention amazing!



Want to join us? Check out the Events Schedule for the Oklacon Street Team 2013 event at the end of the con, or find anyone with an orange Oklacon Street Team hat who can tell you more. We'd love to include your talents and skills as part of our team!



NPC: GUEST OF HONOR



Amber "Vantid" Hill is an accomplished artist who specializes in fantasy wildlife illustration. She is self-taught with a strong background in animal painting and anatomy. Amber's interest in nature and animals began at an early age and inspired a life of drawing and observation. Early work usually had a fantasy twist and her creatures were almost always sentient. When she discovered the internet furry fandom in 2001, it opened a door to similar artists and writers she never knew existed. Within a few years she began her professional career in North Hollywood, California when she was hired on at Windstone Editions, a company most well known for realistic fantasy figurines. Her work has appeared in numerous furry publications as well as international instructional art magazines such as Digital Artist. Her most recent project is for the 2014 Werewolf Calendar.

She works in a wide variety of mediums including watercolor, colored pencils, graphite, and Corel Painter X for digital pieces. She also dabbles in sculpture. As a self taught artist, she strives to improve and continue her artistic education using endless inspiration and instruction from the internet, as well as books and life drawing. She is also passionate about helping other artists grow and enjoys giving thoughtful critiques, redlines, and linking to valuable online sources.



In addition to art, she enjoys organic gardening and permaculture, cooking, travel, animal training, staring at moss, dreaming of chickens, and being Dovahkiin. She currently resides in beautiful Boulder, Colorado with her dashing, coyotacious husband-to-be.



NPC: FLAMEING DAETH FEARIES & A DOZEN DEAD FURS



A Dozen Dead Furs have performed at Oklacon last year and Wild Night this year. A Furry Band that has managed to comprise themselves of all straight members. How did that happen? They are mix of Heavy Metal and Pure Rock and Roll, if interested stop and say hi to these guys.



Flameing Daeth Fearies are a silly little punk band that sings about video games, internet memes, and subculture trends. Shows are a high-octane low-brow full-on experience: embracing blue comedy and obscure humor. The sound is simply punk that rocks, by combining elements of pop, hard rock, surf, and indie they create a unique identity for every song in the set.



NPC: SUB-LEVEL 03



Sub-level 03 started out, as all things often do, as an idea incepted by two creative individuals with a desire to create music relevant to their lives and tastes. They have released several CD's in their 10 year carrer as one of the fandom's most popular band. Their most recent of which is "Under Cover."

Sub-level 03 has a deep and rich history with Oklcaon, as their band first performance debuted here at this convention back in 2003. They performed at last year's Oklacon, and we hope that they keep up that tradition. Show them your support, this is a performance you will not want to miss.



CHAPTER TWO: RULES OF ROLE-PLAY



http://www.furaffinity.net/user/kokuhane/



CODE OF CONDUCT

When you receive your conbadge at the registration table of Oklacon, you will sign a form stating that you agree to the Code of Conduct of Oklacon. Please direct any questions or concerns to the security volunteers of Oklacon. All Oklacon security volunteers wear blue "SECURITY" badges. Our staff members are friendly, cordial folks who want to make sure everyone has a great time. The following is a list of the rules and regulations we ask all our members to abide by for the duration of our convention for the safety and fun of all. Please take a moment to read this code of conduct, as you will be required to adhere to it from the moment you enter the park through Monday afternoon.

- Furry friends, being your pets, are welcome in Roman Nose State Park. All pets must be leashed and supervised in the park. There are some places your fuzzballs must steer clear of, including the A-frames and the lodge. Pets may be securely staked outside A-frames at night.
- All weapons, no matter how artistic, historic, inactive, and even if peace-bonded, are strictly prohibited in Roman Nose State Park and on the Oklacon premises. Weapons include firearms, pocket knives with blades over 2 inches, mace, pepper spray, fireworks, explosives, morningstars, +1 greatswords, battleaxes, nunchuks, vials of acid, falchions, scythes, big sticks with nails, car batteries with nipple clamps, machetes, light sabers, and The Force. We're really serious about those car batteries.
- Minors are issued special red badges that clearly say "MINOR". All attendees are required to wear badges when on the group site premises, and at all Oklacon-sponsored events. Attendees who alter, forge, or trade badges will be removed from the convention.
- Only 3.2% beer-equivalent alcohol is permitted in the park. No alcohol or tobacco products are permitted in Turkey Roost. Attendees who distribute alcohol to anyone under the age of 21 or tobacco products to anyone under the age of 18 at any time during the convention will be asked to leave the convention immediately. Additionally, our friendly Roman Nose State Park Rangers routinely patrol our site, and will toss anyone distributing such substances to minors into a paddy wagon. Instead of spending the evening with us, you'll spend it with Bruno, your new back hair-toting, 7' 2" cellmate.
- Cabins, lodge rooms, and tents are wonderful places for your displays of affection. Public displays of affection (PDA), however, will not be tolerated at the group site, Oklacon-sponsored events, or anywhere minors are present. Of course, what would a convention be without scritches? Back scratches and hugging are perfectly acceptable. However, passionate kissing and groping in that Gone-With-the-Wind sort of way is strictly prohibited in public. Frankly, my dear, we give a darn!
- All attendees will be required to wear appropriate attire at all times, including a shirt, shoes, and pants with no holes above the knee. Kilts require undergarments in these windy parts. Attendees wearing clothing deemed offensive or otherwise inappropriate at Oklacon will be required to change into acceptable attire at the request of an Oklacon volunteer.



CODE OF CONDUCT

Collars and leashes may be worn, but blatant displays of bondage are not appropriate for our family-fun atmosphere. If you wouldn't do it in front of your mom, then take it to your tent.

- Selling any goods or services outside of the Dealer's Den, Artist's Alley, or Art Show, without registering in one of these three venues is strictly prohibited. We regret we must break the hands of rogue artists.
- Oklacon has a strict zero-tolerance policy on harassment of any nature, be it physical, verbal, or sexual. Offenders will be ejected from the convention with our high-powered trebuchet.
- Oklacon is not liable for lost, stolen, or damaged items or personal property of any kind. Please keep electronics, such as iPods and handheld game systems at home, and your valuables secured out of sight. Oklacon volunteers cannot 'hold onto' items on your behalf. unless it is shiny, in which case we may hold onto it indefinitely.
- While you may think you can out run the gracious older gentlemen who are our park rangers, they have turbo-charged golf carts and will tear across the park to run down those to deface, mar, or destroy park property, speed on park roads, or otherwise break posted rules. Under the tires of a golf cart just isn't the way to go. Please respect the property of Roman Nose, and report any broken park property immediately to the nearest Oklacon volunteer.
- Most importantly, you will be in one of the most beautiful, scenic locations in Western Oklahoma. Please respect the wildlife around you by keeping their habitat free of cigarette butts and other trash. We plead to our raccoons in attendance not to empty trashcans onto the ground. We will also share the park with other families and people not associated with our convention, so please be considerate and polite should you en



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counter them. Remember the motto: Take nothing but pictures. Leave nothing but footprints.

- That's about it. Remember, we're all here to have fun in a safe and pleasant atmosphere. We have entrusted all Oklacon security volunteers with the enforcement of our simple code of conduct. If you have any questions or concerns whatsoever, please see any of them. Enough with the rules, let's get this party started!



RISING EMBER: THE RPG

Intro

Is everyone ready for Oklacon and the card based RPG that has everyone talking? If you noticed when you registered you obtained several cards, which ties into the game we have put together for this year's convention. Of course like any other game, for it work effectively amongst a large group, there has to be rules. Written below are the tournament rules to our card game, please take the time to read and Let the Games Begin.

Stats

There are three areas which players can spend their attribute points in:

- **Power**
  This is your HP (before any modifiers). Power is also your strength/toughness.

- **Dexterity (Dex)**
  This is used for attacking when throwing/shooting and for defending when dodging/evading. This is also used for acrobatic actions when roll playing.

- **Mind**
  This is used for casting (Mages) and for healing (Clerics). This is also used in social situations, similar to charisma when roll playing.

Making your character

Oklacon has four attendance levels, Attendee, Patron, Sponsor, and Super Sponsor. Each level receives different provisions with which to make their character and play. Explanations of Classes, Nano, Consumables, and Super Sponsor Weapons/Augmentations will also be covered in this section.

Attributes:

- **Attendee**
  9 attribute points to spread across the four stat areas
  NOTE: Attendees must place at least **one** attribute point into each area
  10 Nano
  8 Coins

- **Patron**
  12 attribute points
  Note: Patrons must place at least **one** attribute point into each area
  5 Nano
  11 Coins

- **Sponsor**
  14 attribute points
  Note: Sponsors must place at least **two** attribute points into each area
  3 Nano
  12 Coins

- **Super Sponsor**
  17 attribute points
  Note: Super Sponsors must place at least **three** attribute points into each area
  0 Nano
  13 Coins
  1 Super Sponsor Weapon/ Augmentation



RISING EMBER: THE RPG

Classes:

- **Warrior/Tank**
  This class is typically characterized by high Hit Points/High Damage, which is the **Power** attribute. It is available to all attendance levels.

- **Mage**
  This class is typically characterized by high mental abilities, which is the **Mind** attribute. The mage class's special ability is to choose between Dex and Mind when defending/evading. Mage class is only available to Patron level and above.

- **Ranger**
  This class is typically characterized by high **Dexterity.** The Ranger class's special ability is to be able to split damage dealt between opponents. Since damage in this game is a Base 1, and we don't want to deal with half point, when attacking multiple targets and no damage modifiers are being used, potential damage is 1HP/target. Note that a successful attack roll must be made for each target. Ranger class is only available to Sponsor level and above.

- **Cleric**
  This class is typically characterized by high Mind. The Cleric class's special ability is to be able to heal themselves or other players. This class is only available to Super Sponsors.

Nano:

This is the invisible and scarcely tangible technology that allows human to augment their physical attributes, and in extreme cases, allows for transformation into an anthropomorphic state. This tech is not come by easily and is expensive in the rare times it is available. There is a limit to the transformative nano infusions a human can receive. We call this Phase -03 Transmutation . There are two other levels, Phase-01 and Phase-02, that can be reached by those with the drive and means.

Phase-01 transmutation is reached after obtaining 5 doses of nano. Phase-01 allows a permanent +1 change to an attribute status.

Phase-02 nano transmutation is reached after obtaining the Phase-01 nano transmutation plus 10 nano doses. Phase-02 allows a permanent +1 change to an attribute status that can either stack or stand alone.

The final cap, Phase-03 nano transmutation is reached after obtaining the Secondary nano level plus 20 nano doses. Tertiary Cap allows a permanent +3 change to an attribute level that can either stack or stand alone.

Nano can be obtained on the black market (Staff), purchased from Furnetics reps(Registration), and is sometimes awarded in underground combat circles (Volunteering). It is a highly illegal substance. Doses usually are found as single but can be grouped in as many as 3.



RISING EMBER: THE RPG

Consumables:

Consumables are items, spells, traps, or buffs that may be used during your turn. They are one time use, so once you use them, they are gone until the end of PvP combat or role-playing campaign (if you play by the official rules). A maximum of 15 consumables may be brought into any PvP encounter, and an unlimited number is allowed in an organized roleplaying campaign

There are four levels of consumables (labeled level 1-4) and two main types of consumables (active and passive).

Active Consumables

Things such as attack spells (fireball, blinding light, etc). Using an Active Consumable constitutes a full round action (aka, this is all you can do during your turn).

Passive Consumables

Things such as buffs or potions. A passive Consumable may only be used at the beginning of a player's turn. It does NOT count as a full round action, so the player may still attack after using the consumable.

As the consumable level increases, so does its power, and its cost.

Level 1 Consumables

The lowest level of consumables, these cost 1 Coin per consumable. These may be used by and used on an individual of any attendance level.

Level 2 Consumables

Slightly stronger than level 1, the level 2 consumables cost 2 Coins each. These may be used by and used on any individual of any attendance level.

Level 3 Consumables

Slightly stronger than level 2, but far superior to level 1, the level 3 consumables cost 3 Coins each. These may only be used on individuals of the Patron registration level or higher.

Level 4 Consumables

The most powerful of all, the level 4 consumables cost 4 Coins each. These may only be used on individuals of the Super Sponsor level, staff, and during organized role-playing sessions against any NPC (non player characters).

<u>Combat</u>

Initiative (Who goes first)

To determine who goes first, one round of Rock, Paper, Scissors will be played. The winner gets first move or may choose to pass on action to another opponent or ally. Exceptions may exist with the use of certain consumables.



RISING EMBER: THE RPG

Attacking

Ok, so now that we have determined who's going first, let's say that the initiative winner wants to attack. To attack, both players roll a D20. The attacker adds their attack stat (Mages: Mind or Dex; Rangers: Dex; Warrior: Power; Cleric: Mind) to their die roll. This is their attack factor. If the attack factor is higher than the defense factor (see below), the attack is successful, and thus deals damage (damage will be explained in a little bit).

Defending/Evading

If you are being attacked, you have a couple of options. You could attempt to block/defend, or you could attempt evading. To defend, add your defensive stat (Warriors: Power; Rangers: Dex or power; Cleric: Mind; Mage: Mind/Dex) to your die roll, and this becomes your defense factor. If the defense factor is higher than the attack factor, the attack fails. Otherwise (a tie, or attack factor is higher) damage is dealt. Evading results if the evade factor (Dex + die roll), is higher than the attack factor, the attacker misses and you may attack twice next turn because the attacker must recover.

Damage

All damage dealt in this game is base 1, meaning 1 point of damage to HP per successful attack. There are, however, numerous things that can add to that damage, such as Super Sponsor Weapons/Augmentations, consumables, and/or rolling a Crit (19 or 20 on a D20 roll).

Critical Hits (Crits)

A Crit attack deals damage based on the difference between the offensive and defensive rolls.

Take this scenario:

Player A attacks Player B.

Player A rolls a natural 20, Player B rolls a 13.

Subtracting Player B's roll from A's results in a difference of 7, resulting in 3 damage to Player B

A difference of 0 deals no damage
A difference of 1-5 deals 2 damage
A difference of 6-10 deals 3 damage
A difference of 11-19 deals 4 damage

Healing

A player may bide their turn in order to heal 1 HP. Passive consumables are the only cards that may be played during a biding turn, and no attacks may be made against an opponent.

Bringing a Friend into the Fray

So, what do you do when you are battling a sponsor, and he is kicking your tail? Or maybe you, an Attendee or Patron, want to try to take down a Super Sponsor, or staff member. You can bring your comrades into battle with you, at any point, whether you are just beginning, or are one hit away from oblivion. You simply must roll against your opponent. If you roll higher, your friend is in. Order of attack is back and forth between the opposing sides. Example time:



RISING EMBER: THE RPG

Player 1: Jack

Player 2: Jane

Player 3: Rob

Ok, let's say that Jack and Jane start off this duel. They play a round of rock, paper, scissors to see who goes first. Jane wins. She attacks, they roll, and she succeeds. Now it's Jack's turn. He attempts to attack, but Jane executes a successful evasion. Now it's her turn again. This goes on back and forth for a while until Jack is down to 2HP, and Jane 5HP. Jack is worried. Jane just executed a successful attack, now it's Jack's turn again. So, he calls in a friend to join the battle, Rob. Jack rolls against Jane to let his friend join the battle. He rolls 2 higher, Success! At this point, either Rob or Jack can choose to go. Let's say Rob chooses to go. He attempts to heal Jack, and is successful. The order will now be Jane, Jack, Jane, Rob, Jane, etc.

Jane may choose either (or both if she is a Ranger) of her opponents to attack when it is her turn.



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Special Thanks to	
Game Concept	Kaylob Leathers, Wildstreak & Horses Ghost
Template Concept & Art Acquisition	Daxter
Template Design	Zephy Panthur

BURIED TREASURE



Argh, the long lost treasure of Blue Fog Otter be out their somewhere. Are ye brave enough to find it? Seek out the registration desk and make sure to ask.



PREDATOR AND PREY

Predator and Prey Guide

Participating

Predator and Prey is a game of tag with additional rules. Anyone who wishes to play can do so by showing up at the start of the game outside Turkey Roost. Game time is **3:30 PM Saturday.** Characters will be assigned and the game will begin immediately after. Please try and show up a little ahead of schedule if you have not played in previous years.

Terms

Life Beads - Each player is given a ring with a set number of colored beads on it. These are your lives. When you have zero lives, remove your bandana. Take care not to drop any, as we will not be able to replace them.

Kill - The act of killing is this games consist of tagging the other players. When tagged, you enter into a bead exchange. Remember that this is a friendly game, so please, keep it civil.

Bead Exchange - A bead exchange is the process of passing life beads from one character to another. this process can last a maximum of 30 seconds. After you have placed the bead on your ring and the exchange is complete, both characters have a 10 second grace period before becoming killable again. Do not chase characters who are still immune.

Food and Water Symbols - Around the campgrounds are 10 green and 10 blue tags. To gain immunity while gathering food and water, you must be fully stationary and visibly have out your pen and paper. This process has the same time rules as the bead exchange, 30 second maximum, 10 second grace period after finishing.

Safe Zones - There is only one safe zone. The roost and the cement in front of it. maximum time in a safe zone is 5 minutes. You have 10 seconds after leaving the safe zone before becoming vulnerable.

Off Limits -Day Games - All A-frames; Lover bathrooms; Any area outside the barbed wire fence; Any area past the cattle guards. -Night Games- All of the above, plus any are behind the dirt road that goes behind the A-frames. If a Special Character sees you entering an off-limits area, it is a line-of-sight kill and you will be forced to give them a life bead.

Main Characters

Carnivores - Carnivores start with 3 life beads. Their goal is simply to kill. Should they survive their score is based on the number of 'kills' they obtain. They only fear Fire, Flood, and the other Special Characters. They are required to have at least one water symbol at the end of the game, and at least one kill.

Omnivores - Omnivores start with 5 life beads. Their goal is to kill as many Herbivores as possible, and to gather as many food and water symbols as they can. Their score at the end of the game is the total amount of food, water, and kills they have.

Herbivores - Herbivores start out with 8 life beads. Their goals is to evade the more powerful characters while gathering as many food and water symbols as they can. Their score at the end of the game is the total amount of food and water symbols they gathered.

Gift of Flight - Some herbivores will be a different color. These will still start with 8 life beads, but have the "Gift of Flight", making them immune to dangerous characters of Fire, Flood and Diseases.



PREDATOR AND PREY

Neutral Characters

Environmentalist - If you've lost all of your life beads, you may obtain a single extra bead from the Environmentalist. He will ask you to perform a special task to receive it. After you receive your extra bead, you bandana is wrapped onto your arm instead of your head. Be sure and keep in mind the basic rules of bead exchanges during this time. When you lose your extra bead the player who took it will also take your bandana.

Wind - Wind is the source of information. ANY character may ask Wind a question. They then can answer by pointing in a direction.

Dangerous Characters

Fire - Fire moves freely like any main character. He can kill any main character except for herbivores with the Gift of Flight. When you are tagged by Fire, you are to give up 1 life bead.

Flood - Flood moves freely like any main character. He can kill any main character except for the Herbivores with the Gift of Flight. When you are tagged by flood, you are to give one life bead.

Truck - The truck must walk, and only walk on designated paths. He can kill any main character who crosses the path in front of him. This is from any distance he can see, up to a turn point. If you are killed by the truck, you are to give 1 life bead. The Truck may only walk, and is required to come to a full stop for 5 seconds before slowly turning around.

Quicksand - Quicksand consist of two people. As long as they are within 20 feet of each other, moving or not, any character passing between them or up to 3 feet behind them is killed. They are then to give 1 life bead to one of them. Quicksand may only walk, and may only kill when both halves are visible to the other.

Hunter - When 3 minutes are remaining in the game, the special characters will blow their whistles once. This signals the release of the Hunter. The Hunter is line-of-sight kill and you lose completely regardless of the number of life beads you have remaining. If you are seen by the Hunter, he will point to you. Remove your bandana and walk back to the Turkey Roost.



CHAPTER THREE: SKILLS AND FEATS



http://www.furaffinity.net/user/gunrapt0r/



THURSDAY: OCTOBER 24, 2013

	Turkey Roost	A-Frame #1	Outdoors	Lodge	Gaming Tent	Misc	
9:00 AM							9:00 AM
9:30 AM							9:30 AM
10:00 AM							10:00 AM
10:30 AM							10:30 AM
11:00 AM							11:00 AM
11:30 AM							11:30 AM
12:00 PM							12:00 PM
12:30 PM							12:30 PM
1:00 PM							1:00 PM
1:30 PM							1:30 PM
2:00 PM			Volleyball				2:00 PM
2:30 PM							2:30 PM
3:00 PM							3:00 PM
3:30 PM							3:30 PM
4:00 PM			Bocceball				4:00 PM
4:30 PM							4:30 PM
5:00 PM	Bring Your Own BBQ (O)						5:00 PM
5:30 PM							5:30 PM
6:00 PM						Super Sponsor Soiree	6:00 PM
6:30 PM							6:30 PM
7:00 PM			Volunteer				7:00 PM
7:30 PM							7:30 PM
8:00 PM				Shadows of Camelot			8:00 PM
8:30 PM							8:30 PM
9:00 PM		Werewolves of the Dark Arts					9:00 PM
9:30 PM							9:30 PM
10:00 PM							10:00 PM
10:30 PM							10:30 PM
11:00 PM							11:00 PM
11:30 PM							11:30 PM

(O) Outside **(I)** Inside **(A)** Adult



THURSDAY: OCTOBER 24, 2013

2:00 PM

OUTSIDE

Volleyball
Volleyball? Do you love the sport, interested if there are other furs out there who are athletic enough to play the sport? Even if you hadn't played the game, or maybe you just want to show off your suit, this may be an event to check out.

Hosted by Staff

4:00 PM

OUTSIDE

Bocce Ball
Bocce Ball? What the heck is Bocce Ball? Is it something like bowling, or maybe it's a little more like curling? The answer is yes and yes. Interested come and watch.

Hosted by Staff

5:00 PM

TURKEY ROOST

Bring Your Own BBQ at Grills
Where's the beef! Right here, baby! Bring Your Own BBQ is a meet-and-greet around the fire pits at Turkey Roost where everyone is encouraged to bring hamburgers, hot dogs, bratwurst, or whatever other scrumptious BBQ items they will for a pre-con cookout. Hamburgers, hotdogs, beverages, and desert will be sold at kitchen concessions.

Hosted by Horses Ghost

6:00 PM

TURKEY ROOST

Super Sponsor Soirée
All Super Sponsors are cordially invited to attend this exclusive gathering to allow Oklacon and Safari's to personally extend their gratitude for your generosity and continued support in 2013.

Hosted by Horses Ghost

7:00 PM

OUTSIDE

Volunteer Rally at Campfire
All Oklacon volunteers must report to BlueOtter at the campfire for the pre-con volunteers rally for a special welcome, last-minute assignments, and staff announcements

Hosted by Drazil

8:00 PM

LODGE

Shadows of Camelot
Do you like board games? Have you ever played games like risk or better yet Talisman? Like Role Playing Games. Well if that peaks your interest, you may want to take a look at the game "Shadows of Camelot." A Cooperative/Semi-Cooperative deduction based board game may be the thing you're looking for.

Hosted by Matthew Wulf

9:00 PM

A-FRAME

Werewolves of the Dark Arts
In Werewolves of the Dark Arts each player is given a card with an identity that only they know, and must work within a group to eliminate the right people. Your goal will be to either rid the village of the evil Werewolves, or lurk amongst them and dwindle the numbers of good in secret. Will your side win..? Any number of people can participate and an average game will last between 45 minutes (10-20 players) and an hour and a half (20-30 players). All skill levels are welcome.

Hosted by Stormy



FRIDAY: OCTOBER 25, 2013

	Turkey Roost	A-Frame #1	Outdoors	Lodge	Gaming Tent	Misc	
9:00 AM	Coffe Talk (I)		Nature Walk		Open for Gaming		9:00 AM
9:30 AM							9:30 AM
10:00 AM		Writers Meet and Greet					10:00 AM
10:30 AM							10:30 AM
11:00 AM		MLP Meet UP					11:00 AM
11:30 AM							11:30 AM
12:00 PM	Opening Cer. (O)						12:00 PM
12:30 PM							12:30 PM
1:00 PM	Your Furst Con (O)		Fursuit Volleyball				1:00 PM
1:30 PM				Oklacon Card			1:30 PM
2:00 PM	Iron Artist (O)	Hero's Journey	Geo. Intro				2:00 PM
2:30 PM							2:30 PM
3:00 PM		Fursuit Sell.					3:00 PM
3:30 PM		FDS: Casting					3:30 PM
4:00 PM	Predator/Prey Selection (O)		Fursuit Bocce Ball		Tailismen		4:00 PM
4:30 PM						Chili Dinner	4:30 PM
5:00 PM		How to Draw Wings					5:00 PM
5:30 PM							5:30 PM
6:00 PM	Guest of Honor Dinner (I)	Photography		Shadows of Camelot			6:00 PM
6:30 PM							6:30 PM
7:00 PM					Open For Gaming		7:00 PM
7:30 PM							7:30 PM
8:00 PM			Furry Psychology				8:00 PM
8:30 PM							8:30 PM
9:00 PM					Cards against Humanity (A)		9:00 PM
9:30 PM							9:30 PM
10:00 PM		Werewolves Dark Arts		Dozen Dead Furs	Open For Gaming		10:00 PM
10:30 PM							10:30 PM
11:00 PM				Club Oklacon			11:00 PM
11:30 PM							11:30 PM

(O) Outside **(I)** Inside **(A)** Adult



FRIDAY: OCTOBER 25, 2013

9:00 AM

OUTSIDE

Nature Walk
Roman Nose is one of the most beautiful state parks that Oklahoma has to offer and in our day to day shuffle of being at a Furry convention we tend to miss out on the natural beauty that surrounds us. If you interested, you may want to take time to talk to Angel if you don't want to let this opportunity to pass you by.

Hosted by Angel

GAMING TENT

Gaming Tent Open
Do you play D&D, World of Darkness or Pathfinder? Interested in maybe setting side some time, invite some friends and play a one shot or two. Well Oklacon has set aside a tent dedicated to nothing but gaming, also if you want to challenge someone to a duel to play Oklacon's version of a children's card game, this is the perfect spot to do it in.

Hosted by Staff

TURKEY ROOST

Coffee Talk
Come and let us help wake you up but join us for some coffee and small talk.

Hosted by Jared Fox

10:00 AM

A-FRAME

Writers Meet and Greet
Have you ever told a story, spun a tale or created your own epic yarn? If you're an author in the furry fandom, published or not, come by for a rousing exchange of ideas and insight to being a writer in the furry fandom.

Hosted by Warnndog

11:00 AM

A-FRAME

MLP Fan Meet Up
Friendship is Magic, or so that's what the ponies tell me. If you know what I'm talking about this event may be for you. Come and join other Bronies and Pegasisters for a small group discussion on MLP.

Hosted by Kodi Wolfe

12:00 PM

TURKEY ROOST

Opening Ceremonies
Opening ceremonies are the official commencement and welcome to Oklacon 2013. Join the entire Oklacon volunteer corps for an introduction of your Guests of Honor, get the low-down on the must-see events, and join us for our humorous opening video. If you miss this event... then you're just a big poopy pants. Registration, Artist Alley, and Dealer's Den are closed for the duration of opening ceremonies.

Hosted by BlueOtter and Staff

1:00 PM

TURKEY ROOST

Your Furst Con
New to Oklacon? Is this your very first furry con? There's so much to know and do, but where do you start? Join BlueOtter and TurkOtter for some helpful advice from both a convention vet and an second-time Oklacon-goer to help you get the most out of your wallet and your weekend experience!

Hosted by BlueOtter



FRIDAY: OCTOBER 25, 2013

1:00 PM

OUTSIDE

Fursuit Volleyball
Volleyball? You mean a bunch of men and women are going to put on Fur Suits that horribly screw with their eyesight and coordination to play a sport that relies heavily on eyesight and coordination. Sounds legit, where do I sign up?

Hosted by Jared Fox

1:30 PM

A-FRAME

Rising Embers: The Role-Playing Game
A Cardgame, Classes, and what the heck is a nano? We admit, you might be asking yourself some of these questions, but if the idea intrigues you or if you just want to learn how to play in general, let the staff show you the ropes.

Hosted by Daxter, Wildstreak and Staff

2:00 PM

TURKEY ROOST

Geocaching Event Begins!
Looking for buried treasure in modern times, well look no further as this event kicks off for a ton of Geocaching goodies.

Hosted by Salo Vorita

TURKEY ROOST

Iron Artist
Hey con attendees, do you want to see some of your favorite local and out-of-town artists do something crazy with their creativity? Come and check this out, you never know what new great piece of art you may become witness to.

Hosted by Staff

A-FRAME

The Hero's Journey: Plotting your Story
hey say there is only one story in the world and while you may disagree, there are a lot of common similarities among all stories that exist in the world today. In this panel, we will be delving into the idea of and theories surrounding the Mono Myth.

Hosted by Warnndog

3:00 PM

A-FRAME

Fursuit Selling/Promotion Panel
Are you crazy talented and one of the rare few who can make and put together a fursuit but you don't know where to begin when it comes to selling and promoting yourself. Well come and check this panel out?

Hosted by Luno vulpes

3:30 PM

A-FRAME

Furry Drama Show Casting
We all have been to the movies and seen a good show. Now is your chance to be a part of the show, be this on stage or helping back stage in some manner. Come on by and see if you got what it takes to be a performer or just bring your ideas. We hope to put some entertainment together in time for the Furry Drama Show later on. If you have an act or want to be a part of the show later on you should show up for this.

Hosted by Draconis

4:00 PM

TURKEY ROOST

Predator & Prey Character Selection
Have you ever wanted to be the MAC Truck, Mother Nature or any of the Special Characters for Predator and Prey? Join us in a rousing discussion of the roles for Predator and Prey.

Hosted by Stormy Carlisle



FRIDAY: OCTOBER 25, 2013

OUTSIDE

Fursuiter Bocce Ball
Bocce Ball? What the heck is Bocce Ball? Is it something like bowling, or maybe it's a little more like curling? The answer is yes and yes. Interested come and watch. Oh by the way, if the sport doesn't sound intriguing enough, how about if we throw in a bunch of fursuiters into the mix?

Hosted by Jared Fox

GAMING TENT

Talisman
Join Wolf 2Tails for another installment of Talisman, a table-top gamers' treat, with a small buy-in to play, all for charity!

Hosted by Wolf 2Tails

4:30 PM

TURKEY ROOST

Chili Dinner
Do you love Chili? I love chili. Who doesn't love Chili? What! You don't love chili, well you are just wrong sir and to prove it come on down to this event and try some Oklacon, world famous chili. Well maybe not world famous but it is good.

Hosted by Staff

5:00 PM

A-FRAME

How to Draw Wings
Join Amber "Vantid" Hill in this hour long demonstration on the anatomy and construction of realistic birds wings. Amber will break the wing down into easy to understand steps to help artists draw and render this difficult subject. Non artists are welcome to join as well for a hefty dose of science and general bird geekery. Please note the artist may have real bird wings as visual aids.

Hosted by Vantid

6:00 PM

TURKEY ROOST

Guest of Honor Dinner
This exclusive event, available to Super Sponsors only, is to honor and show our appreciation to our guest(s) of honor. Sociologist Sharon Roberts will also be giving a presentation over the Furry Research Project data and findings.

Hosted by Wolff

A-FRAME

Photography 101
Want to know how to really capture a moment? Photography is more complicated and more detailed than just snapping photos, there are several key things to good photograph and if you are interested in what they may be, this may be an event right up your alley.

Hosted by Seffy and Alby Fox

LODGE

Shadows of Camelot
Do you like board games? Have you ever played games like risk or better yet Talisman? Like Role Playing Games? Well if that piques your interest, you may want to take a look at the game "Shadows of Camelot." A Cooperative/Semi-Cooperative deduction based board game may be the thing you're looking for.

Hosted by Matthew Wulf



FRIDAY: OCTOBER 25, 2013

8:00 PM

OUTSIDE

Furry Psychology
Join Dr. Sharon "Shazzy" Roberts and Courtney "Nuka" Plante for a lesson in all things furry. Discover what a team of researchers have learned from years of research on more than 10,000 furries worldwide! Fursonas, what it means to be furry, artists, sex & relationships, furry stigma, etc. If you've ever wanted to ask the "furry experts" something, now's your chance!

Hosted by Nuka

GAMING TENT

9:00 PM

Cards Against Humanity
Cards Against Humanity is a party game for horrible people. Unlike most of the party games you've played before, Cards Against Humanity is as despicable and awkward as you and your friends. The game is simple. Each round, one player asks a question from a Black Card, and everyone else answers with their funniest White Card. Event will be +18.

Hosted by Brabsis

10:00 PM

TURKEY ROOST

A Dozen Dead Furs Concert at Lodge - Black Coyote Room
A Dozen Dead Furs? What? No it's not the start of the Zombie Apocalypse, it's a Furry Band. In fact they are one of three Band performing at Oklacon. This is a great band with a great tune, be sure to check them out.

Hosted by Staff

A-FRAME

Werewolves of the Dark Arts
In Werewolves of the Dark Arts each player is given a card with an identity that only they know, and must work within a group to eliminate the right people. Your goal will be to either rid the village of the evil Werewolves, or lurk amongst them and dwindle the numbers of good in secret. Will your side win..? Any number of people can participate and an average game will last between 45 minutes (10-20 players) and an hour and a half (20-30 players). All skill levels are welcome.

Hosted by Stormy Carlisle

11:00 PM

LODGE

Club Oklacon at Lodge - Black Coyote Room
Music is something Oklacon is known for, and their dances are something to remember. Club Oklacon is a staple event for this convention so everyone should come down and check it out. You won't regret it.

Hosted by Jared Fox





http://www.furaffinity.net/user/vantid/

SATURDAY: OCTOBER 26, 2013

	Turkey Roost	A-Frame #1	Outdoors	Lodge	Gaming Tent	Misc	
9:00 AM					Open for Gaming		9:00 AM
9:30 AM							9:30 AM
10:00 AM	Safari's Ani. Demo (O)	Making a Story Furry					10:00 AM
10:30 AM							10:30 AM
11:00 AM			Slip and Slide	Furry Drama Show Reh.			11:00 AM
11:30 AM		Issue in the Furry Fandom					11:30 AM
12:00 PM	Hot Dog Lunch (I)						12:00 PM
12:30 PM							12:30 PM
1:00 PM			Fursuit Parade				1:00 PM
1:30 PM							1:30 PM
2:00 PM				Flameing Daeth Fearies (BCR)			2:00 PM
2:30 PM							2:30 PM
3:00 PM							3:00 PM
3:30 PM			Predator and Prey				3:30 PM
4:00 PM		Work Place Inter. Skills					4:00 PM
4:30 PM							4:30 PM
5:00 PM	Stragonoff Dinner (I)						5:00 PM
5:30 PM							5:30 PM
6:00 PM		Drawing 101	Geo. Close		Rising Embers: The RPG Tourney		6:00 PM
6:30 PM			Juggling				6:30 PM
7:00 PM		Writing Saucy Scenes (A)					7:00 PM
7:30 PM					Open for Gaming		7:30 PM
8:00 PM				Sub-Level 03 Concert (BCR)			8:00 PM
8:30 PM							8:30 PM
9:00 PM							9:00 PM
9:30 PM							9:30 PM
10:00 PM		Art Panel (A)		Club Oklacon (BCR)		Charity Poker	10:00 PM
10:30 PM							10:30 PM
11:00 PM		Werewolf Dark Arts					11:00 PM
11:30 PM							11:30 PM

(O) Outside **(I)** Inside **(A)** Adult



SATURDAY: OCTOBER 26, 2013

9:00 AM

GAMING TENT

Gaming Tent Open
Do you play D&D, World of Darkness or Pathfinder? Interested in maybe setting aside some time, invite some friends and play a one shot or two? Well, Oklacon has set aside a tent dedicated to nothing but gaming, also if you want to challenge someone to a duel to play Oklacon's version of a children's card game, this is the perfect spot to do it in.

Hosted by Staff

10:00 AM

TURKEY ROOST

Safari's Animal Demonstration
Come meet the whole family at a live demonstration presented by Oklacon's designated charity: Safari's Interactive Animal Sanctuary. Get up close and personal with the furry critters that we're all working to raise money to feed this winter.

Hosted by Pardus

A-FRAME

Making a Story Furry
Every wondered how to make your characters Furry? No I mean really furry, and were not just talking description. If you're a writer and you're curious, come on by and check this out.

Hosted by Eduardo Soliz

11:00 AM

A-FRAME

Furry Drama Show Rehearsal
If you have a talent for singing, dancing or any other bardic gifts, come on down and show the whole convention, this is the time to iron out the all the kinks in your performance, there isn't much time left until the performance, so please use this opportunity to hone in your talent.

Hosted by Draconis

Slip-n-Slide
Come and witness a first for Oklacon as we try and relive the days of summer by Slipping and Sliding. More details will be provided at the event before its commencement. See you all there.

Hosted by Horses' Ghost

11:30 AM

A-FRAME

Issues in the Furry Fandom
An interactive session with Courtney "Nuka" Plante. An open discussion about broad issues in the furry fandom: Bronies and other subcultures, media exposure, "drama" in the fandom, sexuality and pornography, and many other hot-button issues!

Hosted by Nuka

12:00 PM

TURKEY ROOST

Hot Dog Lunch
It's everyone food from America's favorite pastime, and if you hadn't had a chance to grill them on Thursday, well now is your chance to enjoy them. Hot Dogs everyone! Come and get it.

Hosted by Wolff

1:00 PM

OUTSIDE

Fursuit Parade
An exclusive Oklacon Fursuiter event, all suiters are encouraged to report to Harvest Husky along the side of Turkey Roost to line up for the Fursuit Parade. With your muzzle held high, show the rest of the convention your 'suiter pride!

Hosted by Jared Fox



SATURDAY: OCTOBER 26, 2013

2:00 PM

LODGE

Flameing Daeth Fearies Concert at Lodge - Black Coyote Room
Join us in welcoming the Flameing Daeth Fearies in their first Oklacon performance. These guys put on a high energy performance with many subculture themes, such as gaming, furries, etc.

Hosted by Staff.

3:30 PM

OUTSIDE

Predator & Prey!
A Feral! tradition shared with Oklacon since 2004, we are continuing the tradition of honoring our Canadian friends by bringing back this popular outdoor furry game! Your mission, should you chose to accept it, is to have a blast running, hiding, and chasing each other through the underbrush of Roman Nose State Park in a life-or-death game of predators, prey, and the elements. Read up on the rules in the conbook ahead of time, and meet at 3:00 outside of Turkey Roost to learn your assignments!

Hosted by Stormy Carlisle and Staff

4:00 PM

A-FRAME

Workplace interpersonal skills
To be honest with you I don't know what this Panel is about, but We have heard that this panel talks about social survivability in a mundane workplace. We have also heard that 5 out of 4 math experts recommend this panel.

Hosted by Dr. Sharon

5:00 PM

LODGE

Stroganoff Dinner
A tasty pasta dish that will surely delight your appetite and stomach. If you never had it, then you're missing out. Come and down and give it a try.

Hosted by Wolff

GAMING TENT

Rising Embers: The RPG Tournament
Test your Wits and your luck with your fellow attendees and see if brains are a match with brawn. Also let's see if money is a match to both of those, as you battle it out in the Oklacon Card tournament.

Hosted by Wildstreak

6:00 PM

OUTSIDE

Juggling Performance
We have a special treat for you here at Oklacon this year, if you're interested in the performing arts and entertainment. We have a juggler here who will be sure to dazzle you. Make it out to this Oklacon first event.

Hosted by Marty Fryer

A-FRAME #1

Drawing 101
Let Cry show you the way, the in and the outs. The horizontal and the vertical, she will control what you see and….wait. Going off on a tangent there. Just come to the panel and see what Crys has to offer.

Hosted by Crys the Hybrid

OUTSIDE

Geocaching Ends
How many treasures have you found? Well I hope it has been enough. The panel is at it's end and the Geocaching is over.

Hosted by Salo Vorita



SATURDAY: OCTOBER 26, 2013

7:00 PM

A-FRAME

Writing Saucy Scenes (Adult)
This is a much more relaxed and open round table discussion on writing for the erotic. What types of description you use? What do you love? What do you hate? Even if you are not a writer, come and join us and tell us what works for you and what doesn't work. Keep in mind this is an Adult Panel, badges will be checked.

Hosted by Warnndog

8:00 PM

LODGE

Sub-Level 03 Concert at Lodge - Black Coyote Room
Have you ever heard of this band? Of course you have and if you haven't, where have you been? Under a rock. One of the most popular bands in the Furry Fandom will be having another performance at Oklacon and it's one you don't want to miss.

Hosted by Wolff

10:00 PM

A-FRAME

Adult Art Panel
Having a hard time figuring out how to draw romantic encounter, well join Crys the Hybrid as she goes into the ins and out of Adult Artwork

Hosted by Crys The Hybrid

LODGE

Club Oklacon at Lodge - Black Coyote Room
Music is something Oklacon is known for, and their dances are something to remember. Club Oklacon is a staple event for this convention so everyone should come down and check it out. You won't regret it.

Hosted by Jared Fox

MISC

Charity Poker at Lodge - Little Coyote Room
Help us raise money for an outstanding cause at a charity game of poker. This is an adults-only event; all attendees will need to have their badge to enter this event. In addition, those interested in playing must check in with the Registration Desk to purchase your buy-in for this charity event.

Hosted by Stormy Carlisle

8:00 PM

A-FRAME

Werewolves of the Dark Arts
In Werewolves of the Dark Arts each player is given a card with an identity that only they know, and must work within a group to eliminate the right people. Your goal will be to either rid the village of the evil Werewolves, or lurk amongst them and dwindle the numbers of good in secret. Will your side win..? Any number of people can participate and an average game will last between 45 minutes (10-20 players) and an hour and a half (20-30 players). All skill levels are welcome.

Hosted by Stormy



SUNDAY: OCTOBER 27, 2013

	Turkey Roost	A-Frame #1	Outdoors	Lodge	Gaming Tent	Misc	
9:00 AM							9:00 AM
9:30 AM							9:30 AM
10:00 AM		Christian Furs					10:00 AM
10:30 AM							10:30 AM
11:00 AM			Charity Auction				11:00 AM
11:30 AM							11:30 AM
12:00 PM							12:00 PM
12:30 PM							12:30 PM
1:00 PM							1:00 PM
1:30 PM							1:30 PM
2:00 PM			Closing Ceremonies				2:00 PM
2:30 PM							2:30 PM
3:00 PM	Scritch Bitch						3:00 PM
3:30 PM	OST						3:30 PM
4:00 PM				Rehearsal For Disaster			4:00 PM
4:30 PM							4:30 PM
5:00 PM				Furry Drama Show			5:00 PM
5:30 PM							5:30 PM
6:00 PM							6:00 PM
6:30 PM							6:30 PM
7:00 PM				Bad Movie Night			7:00 PM
7:30 PM							7:30 PM
8:00 PM		Werewolf of the Dark Arts					8:00 PM
8:30 PM							8:30 PM
9:00 PM							9:00 PM
9:30 PM							9:30 PM
10:00 PM							10:00 PM
10:30 PM							10:30 PM
11:00 PM							11:00 PM
11:30 PM							11:30 PM

(O) Outside **(I)** Inside **(A)** Adult



SUNDAY: OCTOBER 27, 2013

10:00 AM

A-FRAME

Christian Furs Panel
Are you a Christian and Furry? Are you just curious about who we are? Everyone's invited so please visit us for an open panel discussion on what it means to be furry and a Christian.

Hosted by Warnndog

11:00 AM

OUTSIDE

Charity Auction
This is what Oklacon is all about. Helping others and helping Safari's. Please stop on by and purchase or donate something to our charity auction because we can't do it without your help.

Hosted by Horses' Ghost

2:00 PM

Closing Ceremonies
They say all good things must come to an end and unfortunately that includes Cons, it's been a great year, we hope you can share with us one final memory before we close out 2013 and make way for Oklacon 2014.

Hosted by BlueOtter

3:00 pm

TURKEY ROOST

Scritch and B!tch
In years past we've been submitting survey's to get your feedback and while that does provide us with great information, we believe that gaining information from you after the con is invaluable since, the events of days past are fresh in your mind. Please come to us with your praises and your gripes. Help us make the con better for you.

Hosted by Warnndog and Staff

3:30

TURKEY ROOST

Oklacon Street Team 2014
Join BlueOtter and learn about the Oklacon Street Team, an attendee-driven organizing committee responsible for Guest of Honor selection, theming direction, event programming, and publicity and how to become part of the planning process for Oklacon 2014.

Hosted by BlueOtter

4:00 PM

LODGE

Rehearsal For Disaster!! At Black Coyote Room
If you are going to "Break a leg" You might as well call getting ready for the show "Disaster Preparation" Right? If you have an act or want to be a part of the show later on you need to show up for this. This is the official announced Rehearsal though we might offer another one if free time presents itself.

Hosted by Draconis

5:00 PM

LODGE

The Furry Drama Show from - Black Coyote Room
Join the show of diverse entertainment be this videos, musicians, comedians, lost aliens and who knows what else? Our traveling show captures aliens from other planets and brings them to you to show off their talents. So don't leave till you see the show!

Hosted by Draconis



SUNDAY: OCTOBER 27, 2013

7:00 PM

TURKEY ROOST

Bad Movie Night from at Little Coyote Lodge

Join Wolff's "Bad Movie Night", the third year this popular dead-dog event has brought together stragglers staying through Monday for one final night to gather for free popcorn and take in the very worst that Hollywood has to offer.

Hosted by Wolff

8:00 PM

A-Frame

Werewolves of the Dark Arts
In Werewolves of the Dark Arts each player is given a card with an identity that only they know, and must work within a group to eliminate the right people. Your goal will be to either rid the village of the evil Werewolves, or lurk amongst them and dwindle the numbers of good in secret. Will your side win..? Any number of people can participate and an average game will last between 45 minutes (10-20 players) and an hour and a half (20-30 players). All skill levels are welcome.

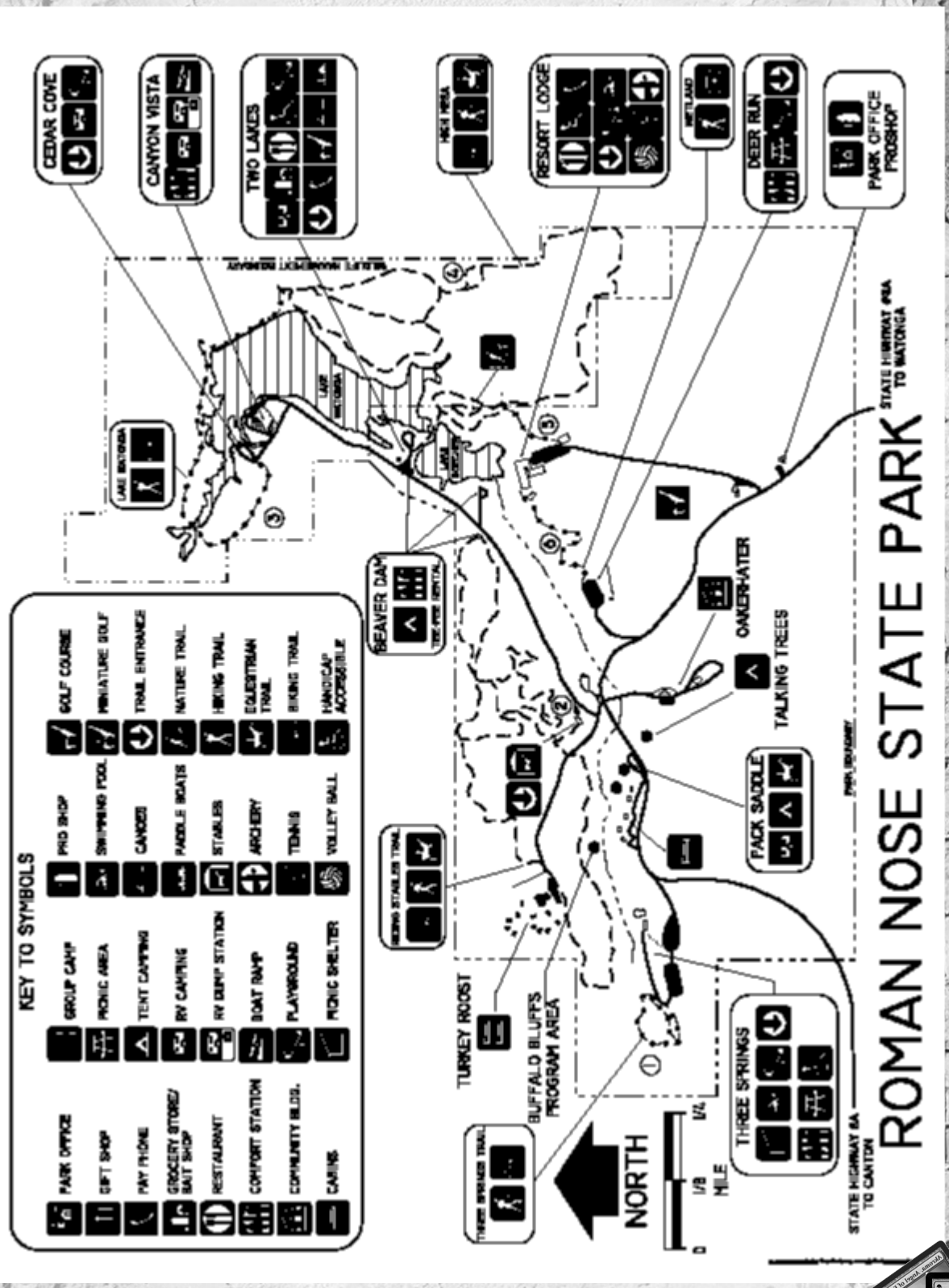
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Hosted by Stormy

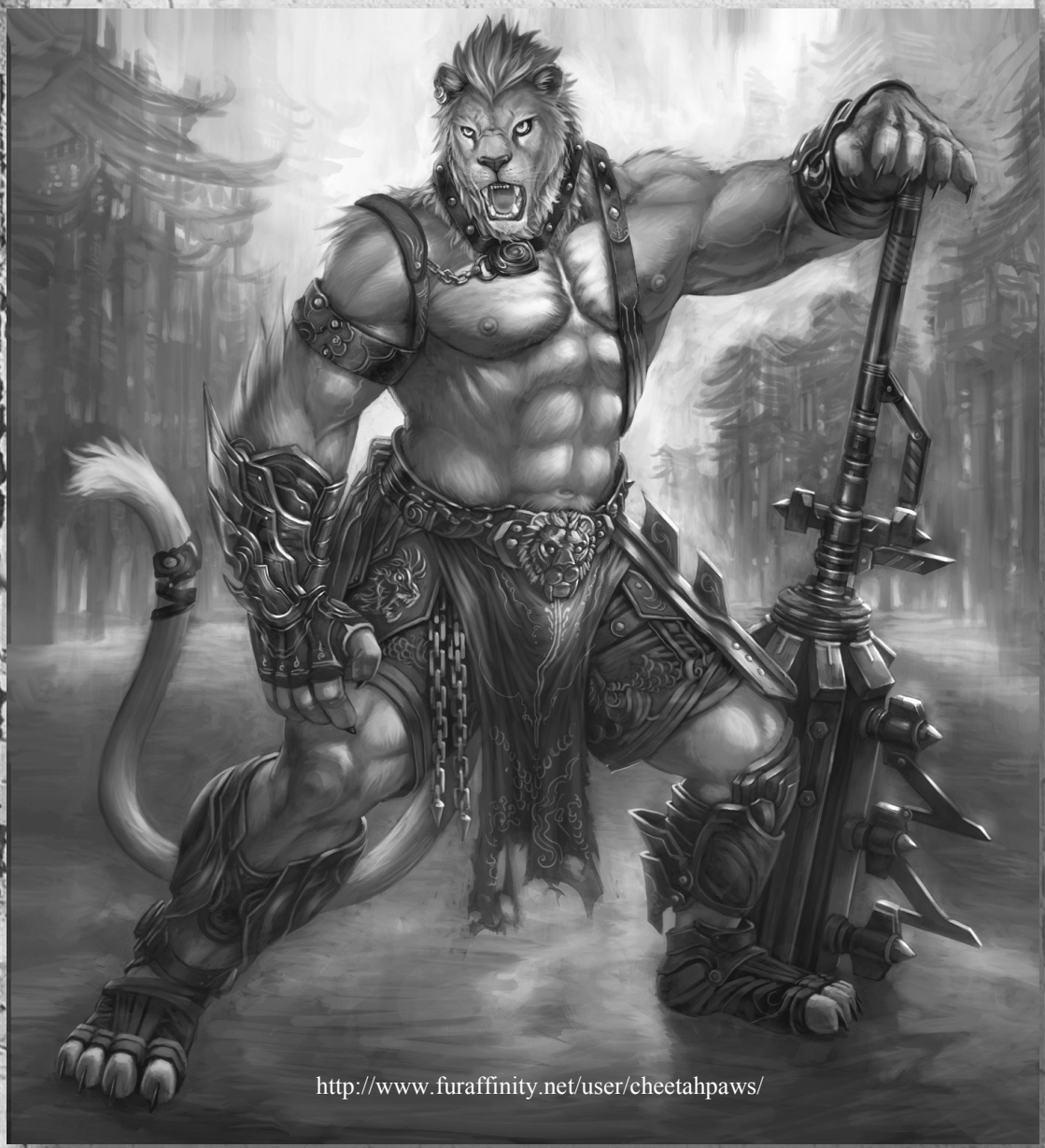


http://www.furaffinity.net/user/VonRedwing/



ROMAN NOSE PARK MAP





http://www.furaffinity.net/user/cheetahpaws/



CHAPTER FOUR:
THE ADVENTURE



http://www.furaffinity.net/user/veyz/

FROSTBLIGHT

By: TheRedFox8

The crisp chilly autumn skies above the small castle town of Mirandus were bright and sunny, almost void of any clouds. Small ripples were created in the castle's moat by the light breeze wafting through the air. The leaves falling off the trees were carried through the air through the wind's gentle touch.

However, nobody cares about the weather.

The usual hustle and bustle of the town's various districts was present, and the murmurings of the large crowds rang throughout the air in one unintelligible mass.

Mirandus was split up into five different districts: the market district, the housing district, the arena district, the guardhouse district, and of course the castle district.

In the market district, there was the blacksmith, the armory, the shop of magic, the general store, and two different taverns: The Red Fox Tavern and the Red Dragon Tavern. Inside The Red Fox tavern, things were going lively and business was continuing as usual. Arguments broke out here and there, but such patrons were usually escorted out quickly before anything could break out.

Firenz the Lone Ranger, as he was known, as was seated here, enjoying a nice cup of cocoa. It may be sunny outside, but it has been getting quite cold recently. On his person was a rich red and green tunic with a black cloak hanging from his shoulders. Pinned to the cloak was a well-polished silver badge that bore his adventurer group insignia: a single arrow. On his back was a medium-sized short sword engraved with ancient designs on the hilt. He was wearing brown leggings with brown boots.

His head was covered with wild rich red hair and he always seemed to wear a grin on his face. Behind his ice-blue eyes burned a fire that was intensely fierce to the trained eye.

In a relaxed state, both boots were crossed on the table and he was leaning back on his chair. The other people didn't seem to mind him doing that, for he was a well-loved and respected member of this community. He was pretty much the only one that they knew of who actually does anything whenever threats come to the town. Such is the harsh life of being a trained adventurer.

"You must be awfully cold this morning, Firenz," Jeb the bartender said, moving over to his table. Firenz shifted an eye to the rather round but jolly man.

"Heh, it sure is! This cocoa does really hit the spot though. Thanks, Jeb!"

Jeb smiled. "You're entirely welcome. Is there anything I can get you?"

"No thanks, Jeb!"

With a nod, Jeb turned away from the table and seemed to spot something out the window. He quickly gave a look of horror and strode rather quickly to one of the windows facing out from the street.

Firenz turned his head over toward the commotion. "Hm?"

"Xaxis inbound! Brace for shock!"

After watching the strange exit, Roman turned to Firenz and said, "Well, let's see how about getting myself a-"

Firenz cut him off with a raised hand. "Hold on. Listen." His usually smiling face was replaced with a frown of concentration. Just then there was a loud explosion and the shrill sounds of screaming quickly followed.What accompanied the screaming was the sound of thundering hooves striking the ground. It sounded like an army of them.



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Both Firenz and Roman rushed outside (through the conveniently placed holes in the wall) to meet this threat, and it was a huge one. At least thirty bandits on horseback were present, riding through the town with swords and axes, slaughtering anyone who got in their way. They were pillaging and destroying as they pleased.

Firenz was usually the one who took care of such threats, but even this was out of his control. He needed help.

"Roman! See about asking Xaxis for help! I'll try to hold them off!"

"Who?"

"He's that guy in the armor that left through the wall over there!" he said, pointing him out.

However, Roman needed to not say anything, for Xaxis, obviously drunk, already had his huge axe and shield out, holding it in a threatening manner to the horsemen. He was pounding the shield with his axe, asking for any challengers. Sometimes he missed his shield and only swung at the air, nearly hitting himself in the face.

Two decided to take him up on his offer, and quickly approached him on both sides.

However, Xaxis didn't care, as he cleaved one of the horses in two with his mighty axe and brought it back down through the other, leaving the riders horseless. In angered frustration, the riders called for backup and soon about eight of them surrounded Xaxis. All he could do was raise his shield, and protect himself from incoming blows.

Roman, on the other hand, was busy himself. He had his large bastard sword drawn, ready to repel incoming bandits. He was surrounded himself. He was eyeing his surroundings, looking for an opening to attack.

Both of them seemed calm and collected for being under attack and Firenz admired this. They appeared to both be men who have seen combat many a time.

Firenz himself had his hands full. The horsemen surrounded him as well. His sword was drawn and he held it at his side, waiting for them to make a move.

One of them finally swung, but missed as he stepped to the side and gave him a deep cut from a counterattack. The man roared in pain and barked an order. All of the horsemen seemed to attack him at once. He seemed to dance around the flurry of steel as none of the weapons ever hit him. He returned the favor, but that seemed to do little with his little short sword. He looked over to the other two, and they appeared to be in trouble. Both of them had various gashes and appeared exhausted, bloodied from their wounds.

Firenz shook his head and continued to sip his cocoa.

Just then the door opened, letting more of the cold air inside. All eyes turned on the newcomer who actually used the door.

Standing in the frame was an athletically-built male human in a full suit of armor. A large sword was strapped to his back covered up by a shield with the symbol of Pelor, god of the sun. On the front of his plate armor was the symbol as well. He thrust out his chest and proudly placed both hands on his hips. He then loosened his posture and looked at the hole in the wall, confused. After staring at it for a few moments, he thrust out his chest again.

"Hello!" Jeb greeted him. "I've never seen you around here before! Who might you be?"



FROSTBLIGHT

By: TheRedFox8

"I am Roman the Mighty," the guy declared with a friendly grin. "I just happened to stop by this town today and I'm looking for a drink!"

"Well, you came to the right place," Jeb smiled. "Please have a seat. I'll be right with you in a second."

Roman nodded and found an empty seat at the table where Firenz was seated.

"Hello, good sir!" Roman greeted Firenz.

"Hello yourself, Roman the Mighty," Firenz said back with a nod of acknowledgement.

"May I ask for your name?"

"I'm Firenz, the Lone Ranger. So what brings you here to Mirandus?"

"I have been travelling to different ancient ruins and lairs and slaying the monsters within, all in the name of Pelor."

"Soooooo… You're an adventurer, right?"

"Precisely, my friend!" Roman said, taking a gloved hand and giving Firenz a pat on the back.

"Interesting. It just so happens that I am an adventurer myself, albeit a retired one."

"Oh? What do you do?"

"I generally keep the monsters that decide to attack this town at bay. Call it helping the town guard if you will."\

"That's pretty awesome. Say, what say you and I become friends?"

"Sounds pretty good! How long you planning on staying?"

"Gee, I dunno. I just got here today. I was just planning on staying the night and moving on."

"That's too bad. I pretty much live here. Decided to spend my retirement time here."

"What have you done throughout your career?"

While the two were conversing, Xaxis lifted his head off the surface of the bar, gave a wide smile to the rest of the bar and left the same way he came in: through the wall.

Jeb only sighed and shivered due to the now two openings to the outside world, letting cool air quickly replace the warm.

He barely got out that last sentence and threw himself to the ground behind the bar for cover when the wall suddenly exploded. Bits of brick and dust flew everywhere as a heavily armored dragonborn proudly stood there in the opening with a huge dopey smile on his dragonish face. His armor was a bright polished gold color with a rather large axe and shield strapped to his back. He thrust out his chest and proudly placed both hands on his hips.

Jeb sighed. "Xaxis, how many times do I have to tell you to use the door?"

The dragonborn lifted his head in thought, made a few calculations and then reached into his coin purse. He pulled out a few gold coins and handed them to Jeb.

"Here ya go! For today's repairs!" he said.

Jeb sighed and looked down, accepting the coins. "Thanks, Xaxis. I don't know what we would do without you," he said sarcastically.

The dragonborn walked right past him and plopped himself down on one of the stools surrounding the bar. "Gimmie a drink, the strongest you have!"



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http://www.furaffinity.net/user/theredfox8/

"You mean the usual Dwarven Ale?"

"That the strongest you have?"
"Yes, we don't have a large selection."

"I'll take a mug."

Firenz watched the entire scene and shook his head. This has been occurring for the past three weeks, ever since Xaxis moved into the town. He seemed to be rather fond of his ability to walk straight through walls, creating a Xaxis-shaped hole right through them. This was sadly the usual daily occurrence. He would enter the bar in any way, shape, or form but the door, pay for the repairs, and then proceed to knock himself out through his stomach. He even came through the ceiling before, and there were rumors that he popped up through the floor once. If it wasn't for his efforts to help repel invaders to the town, he'd surely be run out by now.

Firenz coughed silently. "Three, two, one-"

Right on cue, there was a loud slurping sound and a shout of "Two!" followed by a loud thunk as the dragonborn was knocked out cold by the alcoholic beverage, his head slammed down on the bar.

Firenz never understood why he always shouted a random number before knocking out, but on the very rare occasion he shouts a high number, like 19 or 20, and continues to sit on his stool, apparently unphased. Firenz tried hard to find the logic behind Xaxis' thinking, but failed to come up with anything.

He and Xaxis never talked much to each other. He just preferred to stay out of his way. Not that he was afraid of him, of course, but he just didn't want to have anything to do him. Also, he smelled kind of funny. Firenz shook his head and continued to sip his cocoa.

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By: TheRedFox8

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Firenz needed to do something and something fast.

"Well, I didn't want to do this, but you leave me no choice. Tenko ol' boy, it's time to come out of retirement," he said quietly to himself.

He made the horsemen stop in surprise as he calmly plucked a leaf from a nearby tree and placed it on his head. He held his sword upside down and plunged it between the cobblestones on the ground. Then he worked his hands in intricate gestures and spoke a few cryptic words.

Suddenly, there was a loud poof as he was surrounded with a white smoke. When it cleared, Firenz was gone, but a humanoid fox was in his place. He wore a tunic that was green on the top half, and red on the bottom half, split diagonally down the middle. A large quiver full of arrows was strapped to his back. His overall features were fierce in general and nine long fluffy tails fanned out behind him. Pinned to his clothing was a single brightly polished symbol of a sword surrounded by a lightning bolt.

He lifted his sword, which was now a greatsword, from the ground and hefted it on his shoulder. He met the eyes of the horsemen with a fierce gaze.

"W-who are you?" one of them demanded.

"My name's not important," the fox said. "Are you ready to fight me or what?"

"GARRRR! I'll cleave you in half!" the horseman roared.

"Wait, is that all you have to say? 'Garrrr?'"

"Stop makin' fun of me, punk!" he screamed as he lunged with his sword, only for his sword arm to be caught by the fox and dragged off his horse to the ground. He was quickly beheaded. "Well? Anyone else?" the fox called to the others triumphantly, showing a keen fang through his smile.

Meanwhile, Roman managed to survive despite getting attacked at once by five men on horseback. He parried various blows and returned some of his own, relying on Pelor to give him strength. Suddenly a horse bumped into him and he was sent hurtling to the ground. He managed to be able to turn around before he was met with the point of a sword to his throat. Frozen in fear he could do nothing but watch the evil smile on the horseman's face. However, behind him, he could see a cloaked figure standing on the branch of a tree pull out two daggers and crouched, ready to strike. He brought a single finger to his lips.

"Well? Any last words?"

"Yeah. You might wanna look behind you."

This only confused the horseman as his face twisted into an ugly stupid look. "Huh?"

He managed to barely get that word out before the figure leaped from the branch and buried both daggers into the man's shoulders, killing him instantly.

"Nice one there, friend," Roman said to the newest fighter, trying to be nice.

Just shut up and fight," he returned, standing up. For some reason he thrust out his chest and placed both hands on his hips before pulling out the knives from the dead horseman's shoulders and turned to face the other horsemen. "Save the commodities for later."

Roman nodded and hefted his sword, bringing himself back to back with the newcomer.



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By: TheRedFox8

Meanwhile, on Xaxis' front, more and more bodies of dead horsemen were piling up by the minute. Even though he was drunk, he was fighting rather well for the situation.

Suddenly, he stopped dead in his carnage and looked down. This only confused the horsemen as they stopped as well, wondering what happened to cross the mind of this strange fellow. One of them was about to strike when Xaxis lifted his head again.

"Twenty!" he declared with newfound happiness.

Before the horsemen could react, his face twisted in a look of sudden, instant, and immediate rage as he easily carved through his share of the horsemen. Blood and bits of horse and horseman flew everywhere as he hacked and slashed in an unstoppable rage that could only be stopped by destroying all who opposed him or half a Snickers bar and a pint of ice cream, leaving him by himself surrounded by a pile of corpses of horses and men. With that, he happily waddled off to join Roman and the others.

Both Roman and his savior heard the carnage taking place and turned to see the dragonborn happily waddling over to them. His axe and armor were heavily stained with blood and bits of flesh and entrails, yet he was walking over toward them as if he was strolling into a picnic. A bit of intestines, stuck to the heel of his left boot, trailed behind him. A few houses stood in between him and the rest, but he crashed straight through the walls without breaking stride, unphased. The remaining horsemen were driven into a panic after seeing what only four people could do against their army of horses.

"Urrrgh… How are they so strong?" one of the horsemen wondered out loud.

"Dunno. Did you see any of them thrust out their chest and place their hands on their hips?"

"Yeah. Why?"

The second horsemen's eyes went wide with terror. "That's why! They're PC's! Let's get out of here! RETREAT!" In a wild mess of confusion and panic, the rest of the horsemen reared up and stormed through the town's front gates and well off into the distance.

The rest of the group, staring at the hasty retreat with their mouths gaping open, didn't notice the fox walk up to them.

"Great job, guys," it said, walking up to the rest of the three. "We routed 'em."

"Who are you, exactly?" Roman asked, not knowing if this newcomer was friend or foe.

"I am Tenko Sakosushin, retired adventurer," the fox replied.

"Tenko? I think I have heard that name before." Roman placed a hand to his chin in thought. "Ain't you that guy from the Thunder Swords or something?"

"Thunder Swords? Never heard of it."

"He means the Stormblades," the cloaked man said. "If what you are saying is true, then you are the famed Tenko, who holds some responsibility in saving the world years ago. According to the older history books, he is the last remaining Stormblade, and he is sought out for his expertise, in hopes of receiving training so one day that person may save the world someday. You should try reading books sometime, Roman. Sometimes they teach you things that you would never have known."

"Mmhmm. And that's why I wore the guise of Firenz the Lone Ranger. Just wanted peace and quiet. However, it limits me to about a fifth of my true power, so that's why I had to drop it during that fight."



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"I forgot to ask," Roman said. "Just who are you, anyway?"

"They call me Cato the Silent," he replied. "What's it to you?"

Tenko suddenly whipped his head around when he felt something pulling on one of his nine bushy tails. Xaxis was there, holding one of them in his hands and squeezing it.

"Heehee. So soft," he said simply.

Tenko snatched his tail away. "It would be wise to keep your mitts off of my tails without permission, less you draw back a stump."

Xaxis pouted, crossed his arms, and threw himself to the ground like some spoiled child who never got his chocolate sprinkles. Tenko ignored him.

"So what do you reckon we do, then?" Roman piped up. "I'm very certain that all of us has been given the call to adventure!"

From the ground, Xaxis suddenly pointed at something and exclaimed. When the rest of them looked, they saw what appeared to be an enormous floating fish hook floating above the castle. It was very shiny and glowing.

"What do you suppose that is?" said Cato.

"Looks like a plot hook to me!" Xaxis proudly declared. That comment only earned him confused stares. Xaxis only replied with a bright smile. He then pulled out a pineapple from who knows where and took a big bite out of it, skin and all. He made a disgusted face, swallowed his mouthful with great difficulty, and then pulled out a bottle of what appeared to be hot sauce. He opened it, poured it over the exposed fleshy part of his pineapple, and took another bite. This time he was satisfied.

"Xaxis, sometimes you scare me," Roman said.

"He's been that way ever since he showed up at this town, I'm afraid," Tenko said with a great sigh. "I take it we're supposed to visit the castle, by the will of this… strange floating fishhook thing."

"Right behind you," Roman said, patting Tenko on the back. Tenko only picked up Roman's hand with his own off his back and then dropped it off.

Together the four of them approached the castle. Right above the entrance was a huge sign that read "TEH CASTLE! OMG! D:" in titanic letters. They figured the lettering was in some cryptic other language. They could read out the word "castle," but couldn't figure out what the rest of it meant. When they approached the main gate, they were stopped by two guards.

"Halt!" one of them said. "What business do you have here?"

"Not sure," Roman said. "We just saw this giant floating fishhook floating above the castle and figured we should drop by to figure out what it means."

"Oh! You must be the adventurers!" the guard said, dropping his guard a bit. "We've had that hook floating above there for a few hours now. We've tried to get rid of it, but it was too high out of our reach. We'll grant you an audience with the king of course. Anything to get rid of that blasted fishhook. It's scaring away the birds."

"Jeez… You're too kind…" Tenko mumbled sarcastically as the guards opened up the main gate and led them inside..

The main hall was large and spacious, adorned huge red and green tapestries that hung below the stained glass windows. Sunlight poured through the windows, bathing the floor beneath them



FROSTBLIGHT

By: TheRedFox8

in a brilliant multi-colored light. A long red carpet ran the entire length from the main doors, up a couple small flights of stairs, and up to the throne itself. Massive marble pillars lined the carpet, each adorned with an unnecessarily lit torch. The king was seated on his throne and flanked by two heavily armed guards.

However, nobody really cared what the room looked like.

The moment the group approached him, only Tenko took a knee and lowered his head. This was because Tenko was considered a citizen in the town of Mirandus, and thus under the king's rule, though he had forgotten that it was "Firenz" who was a resident, not Tenko. The rest of the group were from neighboring countries.

Though Xaxis was a resident of Mirandus as well, he didn't bow. He was too busy being distracted by pondering the reason why pumpkins exist.

"Your Majesty," Tenko greeted the king of Mirandus.

"Rise, er, fox thing," the king returned. "How do you hail?"

"I am Tenko Sakosushin of the Stormblades," he said, rising to his feet. "We have come here because we have felt the draw of adventure. We wish to aid you and the kingdom in investigating why those horsemen attacked the town. We request a job offer and adequate supplies to aid us on our journey."

adventurer," the fox replied.

The king pondered with his chin thoughtfully. "Well, we have heard of a large bandit group operation taking place in the Black Onyx Compound about twenty miles west from here. Recently they have been harassing us and nearby towns. I was about to put up fliers requesting for a group of brave adventurers to investigate this complex and wipe out the organization before it gets any worse. Would you do this for us?"

"Of course, Your Majesty. We will prepare for our journey and depart at once."

"I'm still trying to figure out how the king so easily agreed to our request and giving us free supplies," Cato wondered out loud

"Excellent. I expect a full report when you all get back," the king continued as if he had heard nothing. "Speak to my steward over there and he will gather any necessary supplies for you."

"Thank you, your Majesty."

Thirty minutes later, their backpacks full of gear, they found themselves standing outside the main gates to the castle, a new destination in mind.

"Wow, I'm impressed, Tenko. A creature as powerful and legendary as you bowing to someone lesser than you," Cato said with a small smirk.

"Well, he isn't exactly 'lesser' than me, per se," he replied. "It's just a sign of respect. He *is* a king, after all."

"Well I don't give a damn of what you all think. I'm hungry," Xaxis said.

"You just ate an entire pineapple," Roman said, giving a scrunched-up look.

Xaxis patted his belly. "I'm STILL hungry!" he roared. "All those puny pieces of bread weren't enough!"

Roman went wide-eyed. "Xaxis, that was Halfling short bread. It was meant to last you the entire journey. Are you saying you finished all of yours already?"

"Uh huh!" he nodded his head in satisfaction. "They were tasty too."



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Tenko slapped his forehead with a paw. "Sometimes, I swear…" he mumbled.

"Can I have yours?"

"ENOUGH! Granted, I'm a little hungry myself. Why don't we go someplace and grab a bite?"

"What do you have in mind?" Roman asked.

"Well, there's Mama Luigi's, not too far from here. It's said to have the strongest drink in all of Mirandus."

"Hey guys? Where's Xaxis?" Cato wondered, looking around.

The rest of them looked, and he was gone, leaving Xaxis-sized hole in the walls of the houses that dared stand in his way between him and Mama Luigi's.

"Ha. Somehow I knew that he would be sold on that little fact," Tenko said, following the others and rolling his eyes.



CLASS CONFLICT

by Eduardo Soliz

"Fate had bought our four heroes to the Lion's Heart Inn. The only certainty they knew was that they would face the dangers that lay ahead together. Indeed, the names of these great heroes would be remembered for many generations:"

"Leofire, the mighty human warrior!" A muscular man wearing a loincloth shouted before raising a large sword into the air.

"Xanian, the cunning elf!" A slender humanoid wearing a green tunic declared. He followed Leofire's example and raised a large bow into the air.

Standing next to him, a figure in a blue robe raised his hands above his head as if he were casting a spell: "Ayzuul the wise halfling wizard!" He said.

A cow-woman wearing ceremonial robes and holding a large battle hammer cried: "And Elisia, the mysterious cow-girl cleric!"

Leofire lowered his sword to the ground and peered at Elisia: "Wait, you're a furry?" he asked.

"I thought we had a rule..." complained Xanian.

Ayzuul put his hands over his chest before saying: "Seriously?"

"Sorry, everyone, but we needed a fourth and Elisia would only join if she could be a furry."

Leofire thought for a moment. A smile came to his face; he had come up with an idea. "Hold on. We can work with this." He walked up to Elisia and told her: "You can be a minotaur. There are minotaurs in this world, after all."

"No." said Elisia.

Leofire was incredulous at Elisia's response and raised his voice: "What do you mean 'no?' It's the same thing!"

"No, it's not! Minotaurs are big and ugly and stinky." Elisia insisted. "Cow-girls, like me, are cute and fuzzy." She said. She giggled and grinned to prove her point.

"Oh, for crying out loud. She's a cow-girl, alright? Let's get going, already!"

Xanian and Ayzuul looked at each other and sighed. "Adventure, ho," they said together with a lack of enthusiasm…

"After preparing for their quest, the adventurers had set forth on their quest to rescue Princess Nori. They had encountered several minor agents of the Dark One along the way but were able to vanquish them with little effort."

"How much longer until we reach the cave where Princess Nori was taken?" Leofire asked no one in particular.

"The heroes had a long voyage ahead of them, for..."

"Can we pick up the pace? I have to be at work early tomorrow." Leofire interrupted.

"Dude, you're breaking character." Xanian said.

"Well, *excuse me* for having a job," scoffed Leofire.

"The heroes soon reached the cave where Princess Nori had last been seen, and with it, they found their first true challenge."

"Thanks."

*"No problem. *AHEM* In front of the cave, surrounded by the detritus of many fierce battles, stood a Minotaur. The beast was ten feet tall, covered in brown fur with large pointed horns atop its head. In its right hand it held a club that was stained red with the blood of those adventurers that had dared to challenge it. He stared at the party with angry red eyes and tightened its grip on the club in anticipation of the battle to come."*



CLASS CONFLICT

http://www.randomizer9.com

Leofire unsheathed his sword and stood at the ready. "A Minotaur, eh? Let us make quick work of this creature so that we may end Nori's suffering and claim the reward for her safe return," he told his fellow adventurers.

To his right, Xanian removed an arrow from his quiver, raised his bow and drew the arrow back. "I am at the ready. Ayzuul?"

Ayzull raised his arms, an attack spell right on the tip of his tongue: "I am prepared to attack and to heal, my friends. Elisia?"

Elisia ran up to the minotaur, stood in front of it and cried: "WAAAIT! WE CAN'T JUST KILL HIM!"

"I don't believe this..." Leofire muttered. "What do you mean, 'we can't just kill him?' How are we supposed to rescue the Princess with that *thing* blocking the way?" He loudly answered.

"He's not a *thing,* Leo! He's a cow-sie like me and I'm going to ask him really really nicely if he can let the princess go!" Elisia yelled back.

"Weren't minotaurs big and ugly and stinky just half an hour ago?" Leofire muttered. "Xanian! Ayzull! Help me out here!" He pleaded.

"I think we should give her a chance." said Xanian.

"I don't want to get involved!" said Ayzuul, cowering.

Leofire let out a frustrated grunt. "It would appear that I cannot depend on my fellow travellers. Very well." He said. "Your treachery ends now, wench! YARRRGH!" Leofire yelled as he charged towards Elisia and the minotaur.

"NOO!" screamed Elisia. The cleric raised her hammer and charged towards Leofire…

"And so it came to pass that Princess Nori was safely returned to her father by Xanian the Swift, Ayzuul the Wise, Elisia the Mysterious, and...uhm..."

"Manny!" Elisia chirped.

*"*SIGH* And 'Manny' the minotaur. The party returned to the Lion's Heart to rest and to mourn their deceased friend Leofire, who had been driven insane by Elisa's compassion toward their now-former enemy."*

"Well, he did say he had to go to work early tomorrow." Xanian mused.



http://www.furaffinity.net/user/VonRedwing/

CHAPTER FIVE: NOTES



http://www.furaffinity.net/user/vallhund/



STAFF AND VOLUNTEERS

Artist Alley	Crys the Hybrid
Audio Visual Coordinator	Kodi Wolf
Security and Webmaster	Blue Otter
Medic	Dizmis
Vending Coordinator	Horses Ghost
Kitchen	Wolff
Events Coordinator	Warnndog
Events Planner	Wildstreak
Music and Fursuit Track Lead	Jared Fox
Charity Coordinator	Pardus
Charity Poker Organizer	Stormy Carlisle
Registration	Daxter

ARTWORK & PHOTO'S

Cheetahpaws	22 and 40
Vallhund	54
Gunraptor	23
Kokuhane	11
Neoz	03
Vantid	31, 13 and 18
Veyz-	41
Tobias VonRedwing	53 and 38
Hammerwolf	4 and 18



SIGNATURES


Rancor
Enchantment — Aura
Enchant creature
Akroma, Angel of Fury

SIGNATURES


Rancor
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Enchant creature
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50
7

Join our merry band for a legendary time in the greenwood!



Wild Nights in Sherwood Forest

GOHs include: The OzFoxes Poteroo Oki Doki Coyote Bob Burns

April 24-28, 2014 Robber's Cave State Park, Wilburton, OK

IT CAME FROM PLANET X
OKLAHOMA 2012