

In yet another post I deem "Randomly Helpful" I bring you the "What you should bring to a quest event" list. This will be a collaborative effort, as in PARTICIPATION is encouraged and appreciated! (So, go on, post!)

Real World Artifacts:

- * Event Fee
- * Necessary and perscribed medications (in their original bottles)
- * Event waiver signed by a parent, if applicable
- * Car keys, or confirmed ride home
- * Wallet, or other identification/important bits/something to facilitate that saturday morning king's jaunt
- * Cell phone, if you have one, not that you'll get service in the boonies, but its the thought that counts. ;)
- * A ***FLASHLIGHT*** and spare batteries (maybe more than one...they disappear or break surprisingly often)

Useful and Important Clothing: (some or most may be seasonal)

- * socks
- * extra socks
- * undergutchies
- * extra undergutchies
- * t-shirt(s)
- * long sleeve t-shirt(s)
- * sweatshirt(s)
- * long underwear(s)
- * Insulating pants
- * a dry pair of shoes, just in case
- * more socks!! (you really can never have enough, esp. at camp mud)
- * a jacket, heavy or light depending on the season
- * hat
- * scarf
- * gloves

Character's Stuff:

- * shirt/tunic/dress
- * pants/slacks/cargoes/bloomers
- * belt with pouches
- * important "stuff" that goes in those pouches
- * spell packets
- * sword/dagger/other weapon type stuff (like crossbow)
- * character's shoes, plus an extra back-up pair that are mostly unobtrusive
- * a notebook
- * a pen or pencil
- * mana clicker
- * portal sash/other relevant sashes
- * garland, white cloth, green cloth, 10' rope, etc
- * racial makeup, prosthetics (ears), spirit gum, remover, etc
- * make-up brushes, a mirror, little sponge thingies
- * more socks (really, I can't make this point any more important!)

Eating/Drinking/Making Merry:

- * food, or extra money to buy food from the tavern
- * drinks, you can't really expect to buy all your drinks, or drink the *yeck* camp water all weekend.
- * snackies, or other late night hunger abatement
- * a pot or a pan, or some other way to heat up the food you bring, if you intend to have it heated. (Most camps are equipped with working stoves, but none of them come with microwaves. If you've been lucky enough to borrow usage of one in the past, it's important to note: that was someone's personal microwave and not a provision that the guild provides! :))
- * cooking utensil to facilate getting your food out of said pot or pan
- * napkins, plasticware, etc.
- * sponge and dish-soap to clean up after yourself (please!)

Bedding and Other important stuff:

- * Sleeping Bag
- * Camp Mat or Air Mattress
- * battery powered or electric air pump for air mattress
- * pillow
- * towels (even if you don't use the showers there, its nice for the Quest downpours)
- * toiletries, you know soap, deodorant, toothpaste, toilet paper, etc.
- * electric blanket if using
- * extra blanket, in case you get cold (or 100% wool cloak! dual purpose - costume and possible extra blanket)
- * ear plugs (sometimes you have to sleep with the snorers)
- * shower shoes (for wearing in the shower, or for that late night run to the bathroom)

Medical (Though Medkits Are On-Site):

- * Tylenol (especially if you get migranes)
- * Allergy medication (prescribed or OTC)
- * Bug spray (necessary usually on the 4-day till snow)

Miscellaneous:

Rope (longer than 10ft)- for character, never hurts to have one
Small padded containers - for coins, armor patches, other janglies
Duct tape - for emergency repairs
Hand heating chem packs - in the winter