

# New Player Shadowmoor Packing Checklist

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## NECESSITIES

- Bedding**  
Pillow, sleeping bag or sheets and blankets- you will be assigned a bunk which is basically some plywood with a dorm-style "mattress." No A/C or heat in the cabins.)
- Pocket money**  
If you haven't already pre-purchased tavern punch cards or meal passes, you should bring some pocket money for food in the tavern or basic costuming, if you wish.
- Costuming**  
Two to three sets of basic, nondescript clothes and something to sleep in.
- Makeup (if applicable)**  
If you are playing a race with a costume requirement, don't forget the prosthetics, spirit gum, makeup, brushes, etc.
- A good pair of shoes**  
Majority of our players wear fashion, hiking, or combat boots. Don't forget extra pairs of socks.
- Toiletries**  
There is a bath house on site with running warm and cold water. We recommend also packing shower shoes like flip flops.
- Daily medications or dietary needs**  
Our tavern has many counter items and meal options for each main meal, but we recommend you bring any specific items you may need.



## OPTIONAL

- Summer: Fan| Winter: Heating blanket**  
There is no AC or Heat in the cabins and many players bring box fans or small heating pads/blankets to help stay comfortable.
- Bug spray & sunscreen**  
Especially for outdoor activities.
- Bags & belt pouches**  
Throughout the weekend your character will collect coins and other items. Bags and pouches make it easy to keep up with these items.
- Extension cord**  
Cabins have electricity, but often only a couple of outlets.

