

COSTUME STANDARDS

Eventyr wishes to be an inclusive and welcoming live action role-play system. We are also a high fantasy and immersive one. As such, we would like our players to help us to bring the world of Eventyr to life, and to have a high-quality role-play experience themselves. In order to do so, we would like all those that attend to aim to meet expected standards for costume, props, camps and any material goods in the in-character areas.

The potentials of Eventyr are as endless as your imaginations, and as such, this section cannot be prescriptive and include definitive lists. Instead, we aim to give you an idea of the overall look of the event and the world of Eventyr.

PERSONAL COSTUME

The spirit of the costume is largely mediaeval; think of your well known high fantasy films such as Lord of the Rings for inspiration. Therefore, there should be no glaringly obvious modern-day materials, (such as 'shell suit' fabric), logos, high-visibility reflective fabrics or other modern accessories (e.g. visible watches). However, this is not a re-enactment system, so we do not expect you to necessarily be "authentic", with correct, hand stitched, time-period-appropriate fabrics. If at any point during an event the senior referee team feel that your costume standards are damaging the experience of other players, you may be asked to wear some of the basic crew kit to cover modern clothing.

We want everyone to be comfortable in their costume, keeping warm, dry and safe. Regarding footwear, whilst we would hope you can avoid bright modern colours, we are not going to force anyone out of their beige gore-tex walking boots. Additionally, we would highly recommend still making use of modern fabrics for warm/waterproof layers but please wear these underneath your main costume.

As an inclusive system, we don't want to turn away players, especially those new to live-action role-play. If needs be, short-term loans of basic costume can be arranged when absolutely necessary and discussed prior to the event.

If your character chooses to wear armour, the physical representation of that armour must cover at least 50% of the location in order to provide protection; in the case of limb armour, 50% of each limb must be covered. Following the same guidelines as for other parts of your costume, as long as armour looks appropriate, we are not concerned by the material or construction of it. For example, chainmail is traditionally iron or steel but aluminium or neoprene can look the same whilst weighing (and often costing) significantly less.

If you have any concerns about costume, please contact a member of the senior referee team in advance of the event. We will be happy to discuss options with you.

CAMPS AND PROPS

Eventyr has no specific downtime and so many players choose to bring tents and other comforts to set up in the in-character camping areas. As such, it is not unusual to have gazebos, chairs, cooking equipment, eating utensils, food and drinks and other items in the in-character area. However, as with costume we would like you to endeavour to keep the aesthetics of your camps in keeping with the Eventyr world wherever possible. To help with this, the following suggestions may help:

- Tents should be “traditional” (e.g. bell tents or other canvas tents), discrete (e.g. green gazebos), or should be dressed to be discrete (e.g. using camo nets to drape over and disguise modern tents).
- Modern camping chairs and tables can be covered with drapes, blankets or throws to help them look more appropriate.
- Modern equipment which you need temporarily (such as cooking stoves) should be stored out of sight when not in use.
- Plastic bags and the packaging of food and drinks should be stored out of sight. When eating or drinking, please try to decant into and use more traditional vessels wherever possible (e.g. eating from a wooden bowl, drinking from a tankard, using a leather ‘sleeve’ to hide a can or bottle).
- Ensure all litter is kept safely in bin bags, which should be kept out of sight whenever possible.