

And Now My Watch Has Ended
Costume Guide V.1.0

"Their roughspun woollen black clothes, that were their everyday wear"

- Game Of Thrones, Chapter 19

The obvious Aesthetic for this event is going to be black kit, but that's easier said than done, and even harder to accomplish without looking tacky and cheap. The Night's Watch, although not "uniformed"; in order to achieve a unified look across the player base, all players need to focus on black as the primary colour palette, you can introduce variations of colour, but try to keep in mind "black, not dark"

Below we will offer you a kit guide; consisting of guidelines to achieve the look, ideal fabric choices, tips and tricks to elevate the final aesthetic, buyers guide and options from various traders, and, finally, examples of off-brief kit.

Before we begin, crucially: the first thing to accept is that, while full black kit can often look tacky, it is the choice of materials and varied shades that really help elevate the final look, consider texture, contrast and shades when assembling your outfit. Ultimately, as with any character kit; layers and weathering will cross the gap from costume to clothing, giving a more realistic finished product.

If in doubt, feel free to send photos of your finished kit to the design team, we would be more than happy to give advice or suggest options.

The ideal fabrics that offer both warmth and interesting texture are pure, natural materials; leather, linen, wool and to a lesser degree, cotton. These all have scope to include blends of varied shade and tone, helping communicate real, lived-in clothes, not costume.

The open weave of linen and wool, and natural surface of leather are great opportunities to introduce textural differences to the final look. Furthermore, they can be aged and weathered beautifully to add further detail.

Wool and linen with flecks or strands of dark greys/blues offer a nice variation to an otherwise single tonal colour. Although predominantly black, you do have the option here of dark brown leathers and very dark grey/charcoal fabrics to create a slightly broader palette. As long as the overall finished look is recognisable as a member of The Watch.

Very, very dark purples, blues and greens might also work, but please remember the overall Aesthetic and the focus on the unified group look of the Night's Watch: "black, not dark"

Please try to avoid all synthetic materials entirely; the naturally glossy finish screams 'cheap and tacky', synthetic materials also don't breathe or insulate as well as those mentioned above, remember this will likely be a cold event - keep synthetic materials to thermal layers at most. Synthetic materials do not age or weather using normal techniques and simply don't work for the desired aesthetic



Tips and Tricks

- Following on from fabric choice, due to the hand-made nature of natural materials, no 2 bolts of linen or wool are identical, there will be slight variations in weave, texture and other minor colours. Ideally, if making costume from scratch, or commissioning costume, try not to use one single roll of fabric for every piece of soft kit, to help add further texture and slight differentiation.
    - *If you are going the route of buying fabric/commissioned items, consider a bulk order to spread the contrasting material across multiple people!*

- Layers, layers, layers! Nothing will elevate a costume more than layering; sleeveless over short sleeves over long sleeves. Having a number of garments to wear will help offer a 'capsule wardrobe' that can be added to or removed from over the weekend depending on the temperature and helps communicate a real sense of clothing, rather than just having one "character outfit". This is ofcourse an aspirational goal, we aren't expecting everyone to bring multiple outfits with them, but having layers with variations in length, material and texture will create a really nice and varied final look.

- Ageing and weathering; there's countless guides online to add some history and narrative to a finished garment. Several source materials can be found online and tutorials on YouTube. Fundamentally, your character is only going to have those few garments they have with them, there's no shopping centres on the Wall, so unless it can be made, repaired or repurposed; it's likely getting binned. We all have those items of clothing we have owned for years that we absolutely love (or haven't got round to replacing yet) look how worn and lived in they look and the stories they tell (old and loved footwear is a prime example of this)

- The Night's Watch are not well funded; they're not peasants by any stretch, but the clothes should reflect a hard life at the wall, versatile and purposeful for long ranges in the frozen depths, tough fabrics and utilitarian construction. These clothes are not only lived in, but fought, bled, eaten and likely slept in. It's cold on the Wall, the more layers and the more robust those layers, the better. If in doubt, watch the TV series. Film costume is notoriously "broken down" (aged), often to egregiously unrealistic levels, if the weathering on the TV series is a '10', aim for a '6'.

Buying Guide

When buying/making/stealing or repurposing your kit, it is important to consider the absolute basic minimum costume alongside what is slightly more aspirational.

Look at what items you already own, or even might be able to borrow from a friend. Although the kit brief is quite extensive, and we are aiming for a specific look - please don't feel you need to fund an entirely new outfit. We would rather if you were to get a new item, it would be an iconic piece that would really complete the outfit; a split heavy-weight gambeson, blackened maille or even the woollen cloak with fur mantle.

Buying smart doesn't have to mean spending an obscene amount. As has been outlined in the previous section on cloaks, buying wool (for around £10-£15 per metre) is a relatively inexpensive way to obtain some very high quality fabric. And in most situations, the 2-3 metres required for each garment; tunic/trousers, is often-times cheaper than buying a pre-made, but lower quality garment 'off the peg'.

With regards to recommended sellers, there as many LARP traders as there are items available, and it would be impractical to list them all here, below is a small selection of places to obtain various items, but please consider this entire kit-guide before making a big purchase - and as stated before; if in doubt, please contact us an ask!

Lastly, as was mentioned with regards to a large gambeson order - James Dance has a trade account with Lords of Battles (a production house that sells many items to resellers), and it might be possible to get even further reductions for bulk items.

Custom, Bespoke:

- Brickfish Creations
- Trollkonge
- Craeftigan
- The Goblin Workshop

Pre-made, Off-the-shelf:

- Lord of Battles
- Mytholon
- Celtic Web Merchant
- Dein Larp
- Forge of Svan
- Larp Warriors
- Larp Inn

The minimum kit should consist of black (or very very dark colours as outlined previously) soft kit; this includes trousers and shirt/tunic. Try to aim for simple T tunic shapes from a mid/heavy weight fabric that will drape nicely and help give an outdoors, utilitarian vibe. Avoid all frilly cuffs, collars, and baggy sleeves. (There are no pirates on the wall!)

Despite the previous suggestions for wool and linen, their wonderful sweat wicking capabilities, this could be an opportunity to use cotton as a cheaper alternative. Base layers will likely not be seen that much, and more money spent on the higher quality, hard-wearing fabrics, the better.



Mid Layer:

Ideally a thicker 'mid-layer' such as a heavier weight tunic, gambeson, doublet or other padded layer. This layer will help insulate from the inclement weather but also serve as a good basis for armour. This is a great opportunity to experiment with variations in length and material weight.

A good note for layers; rather than solely relying on 1 base layer, 1 mid layer, you could explore different garments with different cuts and constructions to help create a layered silhouette.



Re: Gambesons, There may be an opportunity closer to the event for a bulk order of Gambesons, we are looking to organise this order ourselves and are hoping to have them customised in a way to commemorate the event. Think 'music festival' t-shirt, without giving too much away! Useful, cheap and a souvenir of the game!

Outer Layer:

This is another option to wear a garment of a different cut and construction, although not necessarily the armour, as many characters may wear a heavier outer-garment; such as a thick leather jerkin and split gambeson, eschewing heavy armour entirely.

Although we will cover armour in more detail later in this document, this is a great opportunity to add some Regional flair for your character's backstory.





Final Touches:

Arguably, the most essential purchase that will help completely elevate and complete the entire aesthetic of the Night's Watch; while serving as another layer of warmth is a heavy-weight outer layer. This could be a simple black woollen Cloak, a furskin mantle or a combination of the two.

Although we will go into further detail shortly, the fur topped Cloak is a great piece of kit to tie the whole look together, while being exceptionally useful and serviceable for keeping warm. Long fur pelts (of any shade) over a black Cloak is the perfect icing to the Night's Watch cake.



Something else to tie the whole look together - that we highly recommend investing in, not just for this game but for all larp characters; is a good set of leather-work.

At minimum a well made, long belt, with appropriate buckles and fittings. To which you can add a coin-pouch or two, a larger pouch for any OC essential items, and a leather sheath or scabbard for larp-safe weapons.

A Note on Cloaks:



The original cloaks for the TV series were comprised of sheepskins from IKEA. Other options include reindeer, coyote or other heavy pile furs. These should be tack stitched onto 2-3 metres of wool, which can be cut and sewn to form a tailored cloak or left plain in a large semi-circular shape.

Cloaks can be purchased ready made from the traders linked below, or the base wool material can be procured from as little as £15 per meter. Sheepskins can be bought for £45 per hide. One hide is more than enough for a single Cloak, but we strongly suggest LONG HAIRED sheepskins. This is an all round great cheaper alternative, but as the TV series demonstrates, cheap hacks don't have to look cheap.

Various traders, such as Brickfish Creations, Trollkonge or Battle Ready make these cloaks with fur and all appropriate fastenings/belts. If buying the entire garment ready-made, it can be quite an expensive item. Have a think what other use you might get from it for future games.

Armour:

"The new recruit had brought his own armour... as none of it was black...he re-equipped himself from the armoury"

- Game of Thrones, Chapter26 - Jon IV

Note: to keep with the theme of conscription, the design team would ask anyone playing conscripts from Friday night, to willingly give over their armour IC during the game. These belongings will be secured safely out-of-game, until they are returned to you (narrative depending). For any players uncomfortable with this, please let the design team know so we can make appropriate alterations.

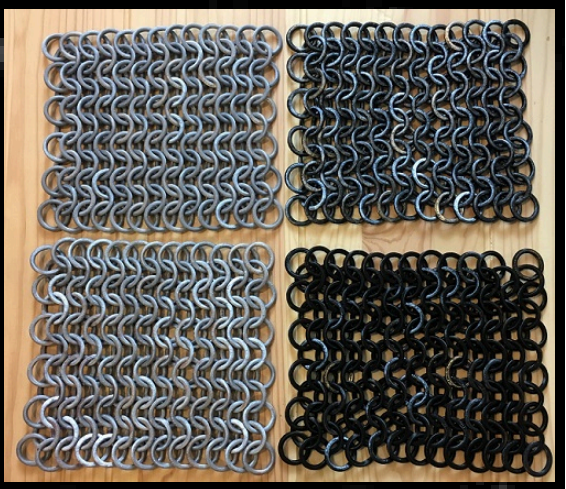
There is a lot of scope here for different materials, styles and construction. Furthermore, variations in armour that may help communicate your characters origin; painted/blackened platemail from the heartlands of Westeros; Baratheon/Targaryen/Lannister. Lamellar/scale from the Iron Isles, Ringmail/Chainmail from the northern reaches.



Before we begin, there is no expectation or requirement for any player to fully invest in a whole new set of armour for this event, we would much prefer your base layers, under-armour garments and Cloak to be brief-appropriate and armour to be a happy extra. Conscripts of lower status would not have access to metal armour.

OOC NOTE TO PLAYERS:
When deciding on your overall look, please bear in mind that whatever armour, costume and weapons your character ends up with, will need to be carried and worn while travelling over a fair amount of distance. Please consider the OC and IC practicalities involved with how much you are carrying.
Although some recruits did bring their own full plate harness with them to the wall, they were quickly confiscated, usually to be repurposed, but mainly because ranging beyond the wall in full plate is a recipe for disaster.

A cheap option would likely be (chain)maille. Where possible we would like to avoid bright, shiny links. If you already own, or are looking to purchase mail for this event, and future events - blackened steel is always a good recommendation for its superior weather-proof and rust-resistant properties.



A good alternative is to spray paint a set of shinier mail with Black Hammerite, it may sound ridiculous, but it gives plain mail a more realistic look and is a wallet-friendly alternative to a whole new hauberk. Maille armour is self-cleaning, and due to its flexible nature and construction, the excess paint will be rubbed off over time, but last long enough to give a realistic look. Fear not, its not permanent!

Other options, as you will see from the photos listed include:

- Mail - blackened or darkened
- Scalemail
- Blackened/painted Platemail
- Fabric/leather covered brigandine
- Boiled, thick leather cuirass
- Studded plated leather (as made iconic in the TV series)

Note; if using riveted plate armour in either metal or black leather, good advice would be to find a variation of texture across the panels, either with the natural patina of leather, or with weathering techniques - new armour looks obviously new, and shiny rivets on black leather very often look cheap and tacky.



Here, we can see how big a difference blackened armour makes, as well as ditching the cumbersome leather greaves, and adding a simple sheepskin mantle.

Weapons:

"Not one in twenty was ever rich enough to own a real sword"

- Game of Thrones, Chapter19, Jon III

Note: to keep with the theme of conscription, and to reflect the class-divide of the period, the design team would ask anyone playing conscripts from the Friday night, to willingly give over any larp-safe swords IC during the game. These will be secured safely out-of-game, until they are returned to you (narrative depending). For any players uncomfortable with this, please let the design team know so we can make appropriate alterations. Furthermore, some conscripts will have the opportunity to begin *with* a sword, but this will be background specific



The Wall is scarcely sourced, very few castles still stand - what weapons and armour the Watch once had are now as rare as members of The Watch itself. Metal is valuable on the Wall, oftentimes a sword would be melted down and used to make multiple blades for hafted weapons, nails, bolts or other useful tools. This is not to say swords are not worn by the Crows, quite the reverse. But conscripts are very rarely allowed to keep or wield such a weapon until they have proven themselves.

As in history, swords are expensive symbols of status. For the most part; those carrying them within the Watch are sworn and trusted. Consider your character's rank within the watch when choosing your weapons.

Cheap, serviceable weapons that are quick to repair are the mainstay for the majority of those above the Wall.

However, if you own appropriate swords for the aesthetic, please do bring them. The stores are not completely empty, and should you survive long enough, and prove yourself worthy to swear your oaths, you may be rewarded for your fealty.
The following are a brief description of appropriate weapons, avoiding high-fantasy weapons.

- Hand weapons
- Spears
- Axes
- Daggers
- Swords (see above)
- Longsword (see above)
- Bows
- Crossbow

NO SHIELDS - it doesn't fit with the lore, the books or the TV show.

Shields are clumsy for this part of the wall, through tightly wooded thoroughfares and fighting up-close, back to back against the enemy. Shields are bulky and cumbersome to carry on long rangings. The weapons kept within the stores, and the fighting styles taught within the training grounds are the purview of your Master of Arms, and they do not like, nor keep shields.



Leatherwork:

Belts, baldrics, Sheaths and Scabbards. One of the best investments for LARP is a well made, fitted scabbard or sheath. It helps protect the latex and really does help complete an outfit.

No-one is expected or required to buy a whole new arming set of black leather. Brown (and any other muted colour) is completely acceptable here. This also accounts for pouches, and footwear in leather. As long as the aesthetic matches the overall look, that's more than enough.

Leatherwork for this event is purely aspirational. Reuse previous kit, save money for more iconic pieces



Footwear:

A typical recommendation for larp kit is that "costume ends at the ankle". Although there are plenty of comfortable, warm and supportive historical footwear out there, we would much rather *you* feel comfortable. Nothing ruins an event quicker than poor footwear. Please focus on something you find sturdy, serviceable, comfortable and WARM.

A great option is black leather army boots/Riggers. Again, as per the suggestion for leatherwork, reuse what you already own, save money for more iconic bits of kit, and if you can, dress the boots to be more in keeping:

Gaiters, greaves and false tops are a great addition to more modern footwear to achieve the best of both worlds. But try to be cognisant of how increased bulk at the lower leg can confuse the silhouette, especially with more tightly fitted trousers, and give the illusion of wearing comically oversized wellington boots.

Hats:

Nothing quite finishes off a look more than headgear, and there is a huge scope here of options.

- Brown/black coifs of linen, either padded or not
- Simple leather coifs
- Simple medieval influenced hats
- Fur trimmed style caps
- Hoods and Mantles, possibly fur trimmed
- Helmets



A good note, try to stick to the photo examples and avoid modern looking headwear. Any form of hat is great for keeping warm, and laying with a simple coif will do wonders to retain heat.

A scarf, high collar or thick hood will also help a lot with heat retention - you lose a lot of heat in the neck.

Off-brief kit

As mentioned throughout this brief, there are various examples of what is NOT appropriate. Use the photo examples as a guide, and if in doubt, please send examples of your costume to the games team

Some notes to avoid:

- Synthetic materials
- Shiny fake leather
- Pirate shirts
- Frock coats/tricorn
- Any weapons/costume too far into the remit of high fantasy. Although A Song of Ice and Fire is a setting populated with Dragons, Krakens and Warlocks, the people of the Night's Watch are practical above all.

Layered Clothing:

Taking everything we have considered into account, here is an example of a good overall look for this game, and how each layer is work to achieve the final aesthetic:



A simple lace front-linen shirt and wool joined hose, both in black, under a sleeveless black gambeson



Fastened with a simple but high quality black leather arming belt.



Blackened steel maille, under a black leather brigandine rounds off the fighting look for this character.



Finally, the outfit is complete with a heavy-weight wool cloak and long-haired black sheepskin. The weapons are simple but martial.

Orders & Ranks

There is obviously a class divide between members of the Watch; not only each individual's standing and subsequent quality of armaments available to them once conscripted, but also within the Watch itself. Loyalty is rewarded, and often with superior quality kit.

Orders

Each ‘order’ has different responsibilities and expectations on the wall, although almost everyone in The Watch fights, many have various menial and labourial tasks to help provide and support their fellows, the individual’s clothing, armour and accessories should reflect this.

The Watch is structured into three separate ‘Orders’;

- Rangers
- Builders
- Stewards

With regards to ‘Orders’ there are two main elements to consider - the practicality of armour and weapons, and certain accessories that may help communicate a person’s role or rank

Ranks

Once a new recruit joins The Watch, they are considered a ‘Conscript’ and will not be entrusted to carry superior quality items until they swear their oaths - becoming a Sworn-sword (a non gendered version of Sworn-Brother). Once the individual has proven themselves beyond this point, they may be lucky enough to count themselves among the ‘Veterans’ - Usually, unless in rare circumstances the roles of authority; such as Master of Arms, Watch Recruiter, First Ranger and Lord Commander are only chosen from the pool of Veterans that have proven themselves time and time again, to The Watch and also to their fellow Crows.

With a three-tiered structure of ‘ranks’;

- Conscripts
- Sworn-swords
- Veterans

Ranks denote the quality of the fabrics, armours and weapons entrusted to members who have either proven themselves loyal enough, or lived long enough to procure better quality gear. There are exceptions to this - notably when lordlings or captured knights make their way to the Wall as conscripts - but it is a good general guideline.

Although all members of The Watch go on ‘Rangings’, they are not all rangers. Rangers are the main fighting force and backbone of The Watch. They may find themselves clad in metal, holding the line, or scouting ahead for threats unseen, lying in wait for the perfect time to strike.



Rangers know the hidden paths and secret thoroughfares, how to hunt, fight, track and trap; they are the eyes within the trees that scout hidden threats ahead of the fighting force, or the perimeter of a castle.

Their weapons and armours reflect this lifestyle, some prefer boiled leather, gambesons and a bow, while others opt for heavy coats of maille and large two-handed weapons.

- Rangers are able to investigate areas to find additional information about the movement of people, animals and other beings.
- Rangers start the game with more **“Get Off Me”** tokens.

The Order of Builders carries out duties that are centred around tending to and maintaining the Wall and the castles built against the impenetrable curtain.



Once, the builders of the Night's Watch, obtained large blocks of ice from lakes in the haunted forest, which they dragged south to make the Wall even higher. Their tasks now constantly maintaining and repairing the fortifications of the wall and settlements and making whatever repairs they possibly can.

The Builders provide masons, carpenters, miners, and woodsmen to their fellow crows. They repair the keeps and towers of the Night's Watch, dig tunnels and crush stone for the roads and footpaths on top of the Wall and clear away the parts of the forest that presses too close to the Wall on its northern side.

Although making war upon the wildlings is not among the tasks of the builders, they are trained in arms, as the first duty of all members of the Night's Watch is to defend the Wall.

- Builders are able to use schema found in game to create new weapons.
- Builders are able to tolerate Permafrost, phys-repped by Blue Light, for a little longer than the other Orders and can stand still for 30 seconds in the light without it proving lethal.

The Order of Stewards are often associated with medicinal and ecumenical duties. They are tasked with keeping the order supplied and undertaking domestic and support roles.



Stewards generally do not serve a combat role, typically do not join in rangings, and are not considered authorities on the structure of the Wall itself. In practice, however, stewards can join in major battles if necessary, in a supporting capacity, often keeping account of lives lost, supplies gained and aiding in the tending of wounds to their fellow crows. When physically able, they will undergo the same rigorous combat training when first conscripted as members of the other Orders, and have no obligation to cease..

Stewards are highly sought after in The Watch, usually being individuals of learning; diplomacy, strategy and medical knowledge are all imperative to life beyond the wall. ‘The pen is mightier than the sword’ and no blade helps heal a festering wound.

When a Septon, Septa or in extremely rare cases, a Maester, make their way to the Wall they are usually accepted into the Order of Stewards without hesitation.

- Stewards are able to investigate bodies and find additional information through autopsy and medical investigation roleplay.
- Stewards start the game with more **“Myrish Fire”** tokens.



Conscripts are the fresh (or not so ‘fresh’ recruits) quite frankly, scum of the earth. newly recruited crows remain conscripts until they find their calling and swear their oaths.

Even those from respectable backgrounds with training in the art of battle will not have the immediate friendship, nor the trust of those who have survived together at the Wall.

Newcomers will have to prove themselves to take their vows and be chosen by the Orders of Builders, Stewards and Rangers.

Poor Conscripts from the dregs of Westeros society are usually clad in the leftovers; any fabric that hasn’t quite fully taken the dye, or if the dye has run.

Browns and greys, worn out and patched, repaired beyond the point of reason. This is not to say that conscripts cannot wear black, but they are usually left to whatever browns, greys and very old garments are left behind by those that have died.

Some raw recruits volunteer to take the black, and spend time and money preparing for their service; many of such recruits arrive with good quality clothes already made up from black cloth by family wishing to properly outfit them. This is especially true for recruits of higher social standing in their previous lives.

Others may have travelled up from their homelands in whatever they happened to be wearing when arrested or put on trial. Political conscripts who surrendered after Robert's Rebellion may even be wearing the colours of their overlords - however players should expect to only wear these for a few hours on the Friday Night of the game, so role-playing that a Targaryan loyalist's fine House Celtigar livery has been swapped for drab greys on the march north is fine!

As mentioned above, a wide variety of armour styles can be worn as Conscripts; chain, leather, lamellar, plate or brigandines.

The most basic form of armour is the gambeson, and is heavily recommended for both style and warmth in the January weather.

It's entirely valid to play a conscript with no armour at all: the Wall is under-provisioned so many recruits have to prove themselves before gaining access to armour.

Weapon use is largely tied to backstory - those Conscripts who own their own sword may have taken it with them; others may have had to leave them with their Liege lord. The poor might have access to a dagger, and rely on the "stores" to provide them with whatever else they may need.

Any weapons you would like to be allocated from the Stewards' stores in-character will be marked with a name tag with both your IC and OC name clearly marked, kept overnight and allotted to your character on Saturday morning.
This can include character pieces, for example an Iron Islander's axe, previously belonging to a veteran which could be allocated to a reaver who had not been trusted with weapons on the journey from the Winterfell dungeons - thereby allowing characters to have appropriate weapons for their style of Westerosi, without having brought it with them.

When in doubt, the weapon of choice for a Sworn Sword is a two-handed sword of some kind, from a versatile Bastard Sword through to a devastating Greatsword. Both a mark of their earned status in the Watch, and an effective tool for dealing with the threats faced North of the Wall.

Note; We obviously aren't expecting players to bring two separate changes of outfit for if/when they swear their vows, but this is the only opportunity for players to wear clothes that are out of the colour palette - if you happen to have some thematic items of clothing that are appropriate in representing your backstory, it might make for a nice moment to swap these items out, once you have arrived at the wall.

It may add further pathos to swap out any remaining dark brown or grey elements of your kit after swearing your oaths.



Sworn Swords have sworn their oaths in the Sept or at a Godswood, and have found their feet in service at the Wall.

Clothing is practical and suits their occupation, although there may still be some variations between those from different social backgrounds before they took the black.

Leathers and Maille are common, since they have proven themselves and been given a better variety of outfittings from the Castle Armoury.

Gambesons are still the most common form of armour, for both warmth and practicality.

Swords, daggers, spears, axes, bows, crossbows… whatever they can use with efficiency and can be repaired or replaced in the Castle's blacksmith workshop

As Sworn Swords and Veterans are already members of one of the three Orders, it may be appropriate to add some personal touches in weapon choice - many Builders are skilled with tools, so blunt weapons such as warhammers and axes work well. Stewards spend the least amount of time on rangings and may prefer long weapons to close-quarters fighting, or crossbows and shortbows. Rangers are the most martial, but also have many hunters, trackers and scouts who use knives and swords to quietly dispatch foes without attracting too much attention. There's plenty of scope for characterisation!



Having fully committed themselves to the Watch, Veterans have the most access to the Castle stores, and the most opportunity to gain what they need to survive at the Wall in relative comfort. Even those who were once Conscripts from the worst slum in King's Landing would have had time to inherit clothes from unfortunate friends or win a warm cloak from a gullible lordling in a game of knucklebones.

Veterans have fully left their old lives behind and are committed to their duty, whether happily or not. Personal touches are still great for characterisation, but it may be more difficult to tell apart a Dornish veteran from one from Bear Island once they've lived through the same harsh winters of the Land-Beyond-The-Wall.

Veterans tend to wear the heaviest armours, they have lived the longest and have earned it or had time to find it.

Having proven themselves, Veterans can be trusted enough by the Master of Arms not to die and lose that armour that would be a tremendously expensive blow to The Watch.

Personal preference to the individual, but they have earned the respect and trust to wield whatever they want, typically Veterans revert to weapons they may have trained with before joining the watch, or be rewarded the best weapons within the storage.

Costume Brief V1.1

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