

SWORDCRAFT TOWNSVILLE — BASIC COSTUME GUIDE

"Start Simple, Grow Into Epic"

At Swordcraft, costumes help bring the world to life – but don't stress! Your first kit doesn't need to be elaborate or expensive. The goal is medieval fantasy vibes that are comfortable, practical, and low stress.

WHAT TO WEAR TO YOUR FIRST GAME

Do:

- Wear plain, comfortable clothes you can move in
- Stick to natural colours (browns, greys, greens, black, beige, off-white)
- Add a belt useful for holding a sword, pouch, or tankard
- Layer if you can: long tunics/shirts, vests, scarves
- Think "fantasy peasant", not "Ren Faire noble"

Avoid:

- Bright colours (neon), modern logos, prints, or sportswear
- Zippers, plastic buckles, visible branding
- Anything you're afraid to get dirty
- Glass containers and props use plastic, metal, resin, or sealed rubber instead –
 you can wrap plastic bottles in leather or fabric to make them look periodappropriate.

FOOTWEAR

- Closed shoes are mandatory sturdy boots preferred
- Gaiters, leg wraps, or boot covers can help hide modern shoes (optional)

STARTER KIT ADD-ONS (OPTIONAL BUT GREAT)

- Pouches or satchels (belt-worn = very useful)
- Cloak, hood, or scarf
- Simple leather gloves or bracers
- Drinking horn or tankard



BUDGET-FRIENDLY TIPS

- Op shops and thrift stores are your friend
- Curtain fabric and linen sheets = great tunics and cloaks
- Leather belts can be found cheaply second-hand

YOUR COSTUME IS ASPIRATIONAL!

Your costume doesn't need to be perfect on day one. Many players:

- Start as a basic, potentially ragged mercenary
- Add to their kit over time as their character develops
- Swap or trade gear with others
- Attend craft days and kit-building sessions ask us when the next one is!

NEED HELP?

- Ask in the Discord or at the game people love to help
- Join or tour with a warband or guild (after your conscription) they may have shared kit or resources

COME AS YOU ARE — THE WORLD WILL MEET YOU WHERE YOU'RE AT.

From humble beginnings come the most legendary heroes.