Magna Carta: Robin & John - Player Guide

A Nordic-style immersive LARP by Cascadia Rising & Costumers of Color
https://cascadiarising.net/magna-carta-2026
https://costumersofcolor.org/magna-carta/

"The King is, and shall be below the law."

TABLE OF CONTENTS

I. About the Game 2
Introduction 2
II. Player Experience 3
Game Themes 3
Human Connection & Emotion 3
Personal Growth & Conflict 3
Societal & Moral Issues 3
Philosophical Themes 3
III. What's Included 4
IV. Historical Inspiration & Accuracy 4
V. Character Information 6
Playing a royal, baron, or law enforcement 6
Playing a courtier, merchant class, clergy, or peasant 6
Playing together 6
Groups and Factions 7
Factions 7
Groups 7
Mood board and visual tone 7
VI. Game Schedule 8
Day 1 - Friday, October 16 8
Day 2 - Saturday, October 17 8
Day 3 - Sunday, October 18 8
VII. Workshops & Safety 9
VIII. Practical Information 9
Accessibility 10
Language 10
IX. Venue Information 11
X. Travel & Transportation 11
Travel Guide 12
XI. Packing List 12
XII. Costume Guide 13
Royals, Barons, and Wealthy Characters 13
Courtiers, Law Enforcement, Clergy Characters 13
Peasants/ Lower Class Characters 13
Budget-friendly costume improvements 13

XIII. Code of Conduct 15
XIV. Emotional & Physical Safety 16
Designated support 16
Consent and calibration 16
Safety mechanics 16
Cut = Immediately stop a scene 16
Lay Off = Reduce intensity 16
Is That All You've Got? = Increase intensity 17
Check-ins (THIS IS WHERE I STOPPED ON 5/12) 17
XV. Combat & Conflict 18
XVI. Playing Together 18
XVII. Credits & Contact 19

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I. About the Game

Introduction

"Bury me where my arrow falls..." - Robin of Locksley

Welcome to England, 1215. The kingdom of England stands on the edge of transformation. King John struggles to maintain control as rebellious barons demand limits on royal authority. The church weighs excommunication. Outlaws and common folk whisper of justice in the forests. Alliances shift daily, and no one knows whether peace, revolt, or compromise will shape the future.

Magna Carta: Robin & John is an immersive Nordic-style LARP blending history, legend, romance, and political intrigue. Players step into a living story inspired by the events surrounding the signing of the Magna Carta, alongside the myths and folklore of King John, Robin Hood, Maid Marian, and the Sheriff of Nottingham.

This game focuses on emotional immersion, collaborative storytelling, and character-driven drama. Your choices matter not because they "win" the game, but because they shape the shared narrative. History inspires this game, but historical accuracy is not the ultimate goal. We alter timelines, personalities, and events to create stronger collaborative play.

For this production, Camlann Medieval Village Castle will be our setting. Located in Carnation, Washington, USA, this living history museum was built to teach the public about rural English life in 1376. Participants will portray royals, nobles, courtiers, law enforcement, clergy, and peasants from the early 13th century. The weekend combines historical education, costuming, character-based storytelling, courtly pageantry, and structured social play.

This is not a combat-heavy game. Instead, the focus is on:

- Relationships
- Political negotiation
- Moral dilemmas
- Loyalty and betrayal
- Identity and transformation
- Emotional storytelling

The game runs from Friday morning at 9 am sharp, until Sunday around noon. Friday night has a hard stop time of 10 pm. This is because you will be tired by then. Please do not continue to play after that in the hotel or off-venue - it's not fair to the other players.

The game is divided into chapters - at the beginning of each chapter, a new situation unfolds and players will need to decide how to react. How players react by the end of each chapter brings us one step closer to determining whether we reach Magna Carta - this is not a pre-determined ending; it is decided by the players themselves. The game is a living organism, made up of you players as its muscles. We can provide the skeleton and the organs, but you must keep it moving and acting.

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Each player will receive a purse containing coins. Barons of course will receive the most coins while peasants will receive the fewest. You may do what you wish with these coins: bribe or reward players, pay for medics, help others if their funds are low - whatever. Just remember that “In this world nothing can be said to be certain, except death and taxes”. If you can’t pay your taxes, you may go to prison, you may lose your lands…so try not to spend it all in one place.

Most of you will either know a secret about someone else, or will have a secret of your own. Secrets are meant to be shared! Of course, don’t shout it from the rooftops (unless you really want to), but do tell somebody. It will improve everyone’s game and make your experience more memorable. Some of you won’t have or know secrets - that’s okay. Your character is already going to be very busy, and after all, those secrets need to go somewhere, right?

We don’t expect anyone to memorize this document. It’s just a guideline - a baseline of the history and what to expect. You don’t need to be an expert in medieval history, that’s for sure! We want you to have fun and to step out of real life just for a weekend, and to live someone else’s life. Get to know your characters: their hopes, their fears, their joys, and their sorrows. Hopefully we’ll all walk away richer for having lived them. Ludi incipiant!

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II. Player Experience

Magna Carta: Robin & John is designed to create a deeply immersive emotional and social experience unfolding over the course of a single weekend. Participants will meet, negotiate, debate, compete, perform, and build stories together while portraying historical or historically inspired characters caught in a kingdom on the edge of transformation.

During the game, you may find yourself negotiating peace treaties by candlelight, swearing loyalty to a dangerous cause, defending your family's honor, or struggling to reconcile faith, duty, and personal ambition. Some players may become entangled in romance, rivalry, or betrayal, while others may find themselves leading rebellion against a king or fighting desperately to prevent civil war. The game is intended to create emotionally resonant and character-driven stories shaped collaboratively by the players themselves.

Magna Carta emphasizes collaborative storytelling over competition. Players are encouraged to create meaningful scenes together, support one another's dramatic moments, explore emotional complexity, and approach the game in ways that elevate the shared experience for everyone involved.

Participants are encouraged to wear clothing and accessories that evoke 12th-14th century English, or broader global fashion. Modern objects should be hidden or minimized where practical, but no one should feel excluded for not having a museum-quality ensemble.

Game Themes

Human Connection & Emotion

* Love
* Friendship
* Loneliness
* Grief
* Forgiveness

Societal & Moral Issues

* Power & corruption
* Freedom & oppression
* Inequality
* War & peace
* Justice

Personal Growth & Conflict

* Identity
* Courage
* Betrayal
* Redemption
* Self-destruction

Philosophical Themes

* Fate vs free will
* Mortality
* Tradition vs change
* Appearance vs reality

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III. What's Included

Each ticket includes full weekend immersive gameplay, lodging accommodations, meals during the event, workshops and safety training, a pre-written character complete with relationships and personal goals, access to organizers and support staff throughout the weekend, and a post-game debrief workshop on Sunday.

Costumes are not provided as part of the ticket. However, we have gathered visual inspiration and costuming resources for players who wish to sew, assemble, or purchase clothing appropriate for the game. A limited costume rental program will also be available for $25 per day. Rental packages include a full garment, hat, and belt to help players create a cohesive medieval look for the event. Email Molly at info@cascadiarising.net for rental info.

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IV. Historical Inspiration & Accuracy

Magna Carta: Robin & John draws inspiration from the historical Magna Carta crisis of 1215, medieval English politics, Robin Hood legends and folklore, and Nordic-style LARP design principles. While historical atmosphere is important to the experience, perfect historical simulation is not the primary goal. Instead, the game uses history as a foundation for collaborative storytelling, emotional immersion, and dramatic character play.

This is a "ready to play" game. Participants will receive their character materials before the event and are expected to read the full Player Guide prior to arrival. Players are not expected to be experts in medieval history. The guide and character materials will provide the most important historical, social, and practical context needed to participate fully in the experience. Players who enjoy historical research are, of course, welcome to explore additional sources and deepen their understanding of the period.

Throughout the design of the game, we prioritize emotional truth, narrative immersion, player safety, and strong dramatic storytelling over strict historical accuracy. Players are encouraged to create believable medieval aesthetics and grounded character portrayals while remaining flexible, collaborative, and focused on supporting the shared story.

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Inspiration

- Visual inspiration material (Mood Board by CoCo) - https://www.pinterest.com/costumersofcolor/magna-carta-13th-century-larp-costumers-of-color/
- Audio inspiration material -
    - 13th C https://www.youtube.com/watch?v=tLb89fCUsWo
    - Medieval-esque https://youtu.be/7UvesKl8_W8?si=qZ7_LVxNXAPMYXQe
- Literary inspiration material -
    - Piers Plowman (1377) by William Langland: The earliest known literary reference to Robin Hood, where a character mentions knowing "rymes of Robyn hood."

    - A Gest of Robyn Hode (c. 15th C): The first full-length compilation of early ballads. It portrays Robin as a yeoman/commoner living outside the law, who is devoutly religious, fiercely loyal to the king, and willing to murder corrupt officials.
    - Ivanhoe (1819) by Sir Walter Scott: Though not strictly a Robin Hood book, this classic historical novel popularized the modern idea that Robin Hood lived during the reign of Richard the Lionheart and fought the Normans.
    - The Adventures of Robin Hood (1956) by Roger Lancelyn Green:A classic, highly regarded prose retelling that remains a staple for young adult readers today.
    - The Outlaws of Sherwood (1988) by Robin McKinley: A beloved fantasy-style retelling that puts a fresh perspective on the emotional and tactical lives of the Merry Men.
    - The Forestwife (1993) by Theresa Tomlinson: The first book of a feminist trilogy that retells the legend from the perspective of Maid Marian and other women in the forest.
    - Hood (1999) by Stephen R. Lawhead: A gritty, historical interpretation of the legend, rooted in Celtic mythology and set in post-Norman conquest Wales.
- Televised inspiration material -
    - Robin Hood 2025 https://youtu.be/SDfWMSNQEJc?si=sh7aL_IXB-9f6emS
    - Robin Hood 2018 https://youtu.be/zwPn9ZnbCo0?si=CgsmFFRkCMmco4fs
    - Robin Hood: Prince of Thieves 1991 https://youtu.be/k8IYE8N3ink?si=IC-cZejO9qOFWznt

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V. Character Information

Players will receive pre-written characters inspired by historical figures, folklore, and legendary archetypes. The gender of the character matters within the social structures of the medieval setting. The gender of the player does not determine what character they may play. The design should invite thoughtful play about gender, power, sexuality, public reputation, and private life while maintaining a safe, inclusive, and respectful environment.

Possible character roles include:
* Barons and nobles
* Clergy and church officials
* Outlaws and rebels
* Royal loyalists
* Royalty and retainers
* Political advisors
* Household members
* Messengers and spies

Casting is not based on players' real-world appearance, age, ethnicity, or gender. Instead, characters are assigned based on the themes and experiences players are most interested in exploring, their preferred style of play, emotional interests, and personal comfort levels. Our goal is to create a casting process that supports strong collaborative storytelling while helping players feel engaged, supported, and excited about the role they receive.

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Playing a royal, baron, or law enforcement

Royal, noble, and government characters will be central to public play. You will have certain responsibilities within the game and might receive directions from the staff that can't be neglected. These roles may involve responsibilities that cannot be ignored without affecting the event. Players in these roles may be asked to participate in ceremonies, make speeches, receive petitions, attend councils, give judgments, or support major plot beats.

Playing a courtier, merchant class, clergy, or peasant

These characters have more freedom of play. They may pursue personal goals, family interests, romance, status, artistic patronage, philosophical debate, political influence, or social climbing. .

Playing together

Although royal characters are highly visible, every character should have meaningful play. Participants **MUST** avoid creating major pre-game relationships outside their written character materials. New relationships, alliances, rivalries, and flirtations can develop during the event.

Playability is more important than rigid hierarchy. Characters may speak with one another across rank, but titles, deference, etiquette, and social consequences still matter.

We encourage players to check in and talk off-game if they wish to plan specific scenes or if they're about to have a physical interaction (romance, fight etc). See the Safety Mechanics section for more information.

Groups and Factions

Our game takes place in 1215 England. The Crusades are in full swing, with kings, nobles, and soldiers traveling to the Holy Land. The Crusades were a series of military campaigns launched by the papacy between 1095 and 1291 against Muslim rulers for the recovery and defence of the Holy Land, encouraged by promises of spiritual reward. Richard I (the Lionhearted) of England has been away for decades, and his brother John has claimed the throne of England, their middle brother Geoffrey having died years earlier. John enjoys being King, and wants to keep it that way, so he raises taxes to exorbitant levels to fund the Crusades, in order to keep his brother Richard away.

While most of the plot lines in our game really did happen, and most of the characters really did exist, we have taken liberties with timelines and relationships to make the game more interesting. Some characters may have lived before or after our timeline, and may have had different spouses or children than in the game. We are not historically accurate, but we try to make it fun! If you decide to research your character, please don't be alarmed if your character sheet doesn't reflect the real person at all.

Factions

Characters are organized into factions to help participants find shared purpose during play. Factions are:

- Royalty
    - The Royals in our game consist of John's English court, Philip II's French court, Alexander II's Scottish court, and Llewelyn the Great's Welsh court. As was customary, the royals intermarried their families for gains in power and territory, and the same is true in our game. None of them trust each other and each is wrestling for control of the island nation of England.
- Barons
    - As King, John owns all of the land in England, except for that owned by the Church, which is a considerable amount. The king is responsible for maintaining the lands of England and for keeping England safe from invaders. In order to administer the land, the king divides it into counties, and he covenants with individuals to run them and make them prosper. Those individuals are usually wealthy and usually have noble blood, but aren't required to. The king can grant lands to anyone who might deserve a reward for loyal service, or he may grant lands to someone who can provide a favor in return. Baronies are not hereditary; they are given and taken away at the whim of the king. Barons and baronesses pay heavy taxes to continue to hold their lands; if they don't pay, their holdings can be forfeited to the king. Both men and women can act as landholders for the crown, but often if a woman is widowed, the king may force her to remarry in order to keep her lands, or he may just strip them from her altogether.
- Law Enforcement
    - Law enforcement in England is also John's responsibility. He hires sheriffs to police each county, and he pays their salaries himself, keeping them loyal to him and not to their assigned baronies or counties. The sheriffs enforce the laws and collect the taxes for the king. They investigate crimes, arrest criminals, and enforce sentences. Having this much power over the population makes the position of sheriff rife for abuse. Graft is rampant, as by law, the sheriffs keep a percentage of the taxes they collect, making the

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temptation to collect more than is due nearly impossible to avoid. Torture is not uncommon with criminal investigations.

- Clergy
    - The Catholic Church is all-powerful at this time. The Pope is God's anointed representative on Earth and therefore infallible. The Church claims that since God created the Earth, He controls it, and thus the Church owns all the land under the sun. Only the Pope can grant territory to a king, which means that, according to the Holy See, kings owe their thrones to the Church and are beholden to the Pope and his priests. There are no Protestants yet, but there are grumblings among the people, who wonder why the Church holds such immense power over them. Several splinter groups have formed, predominantly in France and Germany, and the Church is alarmed. Nascent versions of the later Inquisition are popping up throughout western Europe, targeting these splinter groups along with Jews, Muslims, and women who may hold "too much power". Rome owns roughly 30% of English lands at this time. The great abbeys, monasteries, and cathedrals hold immense sway over the populace, controlling all aspects of spiritual life from cradle to grave.
- MerryFolk/ Peasants
    - As John's heavy taxes burden the people, the people begin to revolt. They form ragtag groups of malcontents, often sleeping rough in the forests and creating havoc for the baronies and the sheriffs. They come from all walks of life, and all the factions in our game. They started small, by robbing unwary travelers through the forests of Nottinghamshire, but as unrest in England grows, so do the demands of the Merry Folk. Their goal is equality and redistribution of wealth so that all may at least survive, and hopefully prosper.

Groups

Participants may also find camaraderie in their regional cohorts. The regions represented in this game are:

- England
    - Nottingham, Lincolnshire, Kent, Gloucestershire, Yorkshire, Essex, Herefordshire, London
- Scotland
- Wales
- France

Mood board and visual tone

Suggested visual references: (see Pinterest mood board)
- Medieval illumination (see gallery https://costumersofcolor.org/magna-carta/)
- Medieval clothing and accessories reconstructions Clothing Inspiration for Magna Carta LARP 2026
- Courtly heraldry, banners, and textiles
- Medieval music, poetry, dance, and pageantry

See Costume Guide section for more information.

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VI. Game Schedule

Day 1 - Friday, October 16

Orientation and Gameplay
8:30am - shuttle to Camlann Village
9am - Arrival and check-in: please arrive IN COSTUME (if you are renting a costume, we can take care of this Thursday evening or Friday morning.)
10am to 12pm - Workshops and safety sessions
12pm to 1pm - light lunch, final costuming check
1pm to 6pm - opening ceremonies and gameplay
6pm to 8pm - Medieval feast
8pm to 10pm - Gameplay

Day 2 - Saturday, October 17

Gameplay
830am to 9am - Shuttle to Camlann Village
9am to 9:30am - Calibration and organization. Coffee!!!!
10am - Political gatherings and social events
12pm - Lunch
1pm to 6pm - Afternoon activities, arts, courtly play
6pm - Dinner
7pm to 10pm - Evening gameplay and festivities: closing ceremony
10pm - Shuttle to Redmond Inn
12am - Curfew

Day 3 - Sunday, October 18

Closing Events
8:30am - checkout of hotel
9am Shuttle to Camlann Village
930am to 12 pm - Debrief workshop
12pm Final goodbyes and Departure

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VII. Workshops & Safety

All participants **must** attend required pre-game workshops on Friday morning. Workshops help establish shared expectations, safety systems (including calibration), physical boundaries, etiquette, consent, and basic LARP mechanics.

Participation in core safety workshops is **mandatory**.

Safety, Orientation, & Behavioral Expectations Overview

Magna Carta: Robin & John is designed as an emotionally immersive Nordic-style LARP, and player safety is an integrated part of the game design. Detailed safety protocols, accessibility information, and behavioral expectations are outlined in this Player Guide and will continue to evolve as planning develops.

Our current safety framework includes:

- A player flagging process prior to the event
- Pre-game workshops covering consent, calibration, and safety mechanics
- Clear opt-in standards for physical roleplay, light/foam combat, and romance
- Designated quiet/decompression spaces throughout the event
- Post-game debrief workshops to support emotional transition out of character

Historical racism, ableism, homophobia/transphobia, and other forms of real-world oppression are not part of gameplay and are not permitted in-character or out-of-character. While themes of historical hierarchy, power, and gender roles may appear in the narrative, we are committed to maintaining a respectful and inclusive play environment.

Foam-safe LARP weapons and staged melee roleplay may be used in limited contexts. Real steel weapons will not be used for combat. All physical conflict is consent-based, calibrated, and governed by established safety mechanics. We will be using modern LARP safety and consent tools, including scene calibration mechanics and player check-ins. Full details will be provided before the event and reviewed during Friday orientation workshops.

Accessibility information for Camlann Medieval Village, including terrain and mobility considerations, is included in the Player Guide. We encourage players with accessibility questions or accommodation needs to contact organizers directly before ticket purchase.

During the event, players will have access to organizers and support staff if concerns arise. Additional information regarding insurance coverage, medical response planning, and event operations will be shared as logistics are finalized. We want this game to be emotionally meaningful, immersive, and memorable while ensuring players feel supported, respected, and safe throughout the experience.

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VIII. Practical Information

Event Dates: October 16–18, 2026
Venue: Camlann Medieval Village in Carnation, Washington State, USA
Address: 10320 Kelly Road NE, Carnation, WA 98014
Age Requirement: 18+
Language: English
Number of participants: 45-60
Ticket model: Standard
Included in ticket: Meals, lodging, workshops, event programming, venue access
Not included in ticket: Costume, travel, personal props, alcohol, optional hotel nights

Every ticket includes food (all food will be vegetarian except for the feast), drinks (water, tea, and coffee) and accommodation from Thursday afternoon to Sunday morning. Please let us know as soon as possible if you would like to book an extra night or will require late checkout on Sunday.

Players are expected to be at the location by 9am at the latest on Friday. This is to ensure that everyone can take part in the workshops before the start of the game.

The game will start at 9am sharp on Friday and will end around noon on Saturday. We have a hard stop to gameplay at 10pm on Friday night. This is because you will be tired by then. Please do not continue to play after that in the hotel or off-venue - it's not fair to the other players. Many players live locally and will need to drive home safely after a long day. There will be an after party on Saturday night. Hotel checkout is Sunday 11 am so if you are staying at the hotel, you will need to pack up that morning. The hotel has luggage storage so that you don't have to bring it with you to Camlann Sunday morning.

Accessibility

The village structure entrances do have wheelchair ramps. Inside the main building,however, players will have to attend meetings and meals on the lower and upper floors, which means they will have to climb at least one narrow staircase with handrails. People with a physical disability will have the opportunity to tell us so during the casting process so we may offer them accommodations as possible. Players are encouraged to contact organizers with questions or accommodation needs. Some characters will be more physically active than others by design, but most require only limited mobility. Pathways between buildings are cobbled or packed dirt. Keep in mind that October in western Washington may be rainy! Wear sturdy dark colored shoes.

Medical

A first aid kit will be available on site throughout the event, and organizers will maintain access to emergency contact information and local emergency services if needed.

For urgent medical care, the closest hospital is Snoqualmie Valley Hospital, located approximately 14 miles south of the venue at: 9801 Frontier Ave SE, Snoqualmie, WA 98065

Players are responsible for bringing any required medications, mobility aids, medical supplies, or personal care items needed during the weekend. We encourage attendees with medical, accessibility, or accommodation concerns to contact organizers in advance so we can help support a safe and comfortable experience.

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Language

The event will be run in English. Period language is welcome as flavor, but participants should use modern English for clarity and accessibility. Nobody needs to speak in historically plausible Medieval phrasing to participate. That isn't to say that we won't welcome some accents! If your character is French, Italian, or Spanish, bring a little flair. If you want to play up some words in an English accent, by all means, brush up on your favorite regional one.

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IX. Venue Information

Magna Carta: Robin & John takes place at Camlann Medieval Village, a living-history inspired medieval village near Seattle.

The venue offers:
* Medieval-style buildings and taverns with stairs
* Outdoor village spaces
* Forested surroundings
* Immersive atmosphere
* Dedicated roleplay spaces
* Modern toilets and sinks

Players should be prepared for:
* Outdoor walking
* Uneven terrain
* Autumn weather conditions
* Rain and cool temperatures

Bring layers and weather-appropriate gear.

X. Travel & Transportation

Players are responsible for arranging transportation to the event. We will also provide a shuttle (with assigned seats) from the hotel in the morning, and back in the evening. We are the drivers, so we can't act as a personal taxi service! Bring what you need for the day - as game stewards, we cannot leave the game for quick trips back to the hotel. (Redmond Inn Hotel to Camlann is a 30 minute drive). If you are not assigned a seat on the shuttle please carpool as parking at Camlann is limited. When you arrive at Camlann, you'll check in with your e-ticket at the gate. Please leave your phones in your car.

Nearest airport: Seattle-Tacoma International Airport (SEA)
- Hotel Address: 7601 Redmond Way, Redmond, WA 98052, USA
- Event Venue Address: 10320 Kelly Rd NE, Carnation, WA 98014, USA

Marymoor Village Station is a Link Light rail station on Sound Transit's 2 Line, located 0.3 miles (8 minute walk) from our hotel, with connections directly to SeaTac airport, with service every 8-10 minutes. Cost is $3 from SeaTac. If you are coming from SeaTac, take the 1 line in Lynnwood City direction to International District/China Town, then transfer to 2 Line in Redmond direction. It will take roughly 1.5 hours via transit, or 40 minutes via private car (Uber, taxi, etc).

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Travel Guide

From Seattle: The easiest way to get to the Redmond Inn hotel from Seattle (including the airport) would be to head north on I-5 toward Vancouver, BC. Take exit 168B onto WA-520 E toward Bellevue/Kirkland. After roughly 12 miles, take the Redmond Way exit. Keep to the right as you are coming off the exit and turn right onto Redmond Way. Turn right into Redmond Inn.

From South of Seattle: Take I-405 North to SR-520 East (Redmond exit). Then take the WA-202 exit. Turn right at Redmond Way/WA-202. The Redmond Inn hotel is on the right.

From North of Seattle: Take I-405 South to SR-520 East (Redmond exit). Then take the WA-202 exit. Turn right at Redmond Way/WA-202. The Redmond Inn hotel is on the right.

Shuttles will depart to Camlann for gameplay at 8:30am on Saturday. If you're driving directly to Camlann Medieval Village, you'd take NE Novelty Hill Road and WA-203 S to 10320 Kelly Road NE, Carnation, WA.

XI. Packing List

Participants should consider bringing:
- Costume and accessories
- Comfortable underlayers and weather-appropriate layers
- Personal hygiene items and medication
- Sunscreen or rain protection, depending on forecast
- Earplugs for shared lodging
- Stationery for in-game letters and notes; **NO** ink in venue spaces
- A small light source for outdoor or nighttime movement, preferably in-game appropriate but safety first
- A way to display earned tokens, such as ribbon, cord, leather thong, metal ring, or brooch
- Instruments, books, safe props, games, or approved arms and armor
- Warm cloak, shawl, socks, gloves, or other comfort items
- medical necessities
- Notebook and writing materials

Optional items:
* Musical instruments
* Props
* Foam-safe LARP weapons
* Character journals or letters

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XII. Costume Guide

Players are expected to provide their own costumes. Participants will receive pre-written characters based on historical people or historically plausible figures who might have been present during this pivotal time of English history. Perfect historical accuracy is not required. There is a costume rental program available: this will include a full garment, hat, and belt, for $25/day (email info@cascadiarising.net to sign up).

Characters will belong to one five factions that have a color assigned: **Royalty** wearing shades of purple, **Barons** wearing shades of yellow and gold, **Law Enforcement** wearing shades of blue, **Clergy** wearing shades of black or grey, and **MerryFolk/Peasants** wearing shades of green.

Suggested aesthetic inspirations:
Early 13th century England for clothing of nobility, middle class, and lower classes.

- Wardrobes of the 1200s: Inside Medieval English Fashion
- 1200–1300 in European fashion - Wikipedia

Suggested visual references:
Medieval illumination (see gallery https://costumersofcolor.org/magna-carta/)
Medieval clothing and accessories reconstructions Clothing Inspiration for Magna Carta LARP 2026
Our Pinterest mood board, for character costume inspiration, is located here https://pin.it/iun3njbfO

We encourage:
* Layered natural fabrics
* Cloaks and hoods
* Belts and pouches
* Character-focused costuming

Avoid:
* Visible modern logos
* Obvious synthetic modern clothing
* Plastic props when possible

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Royals, Barons, Courtiers, and Wealthy Characters

Royal, noble, and wealthy characters should look especially rich and intentional. They would have the money to afford quality silks, wools, furs, and fine jewelry. Their clothing may include bold colors, patterned fabrics, fur or faux fur, pearls, jewels, embroidery, metallic trim, layered sleeves, structured headwear, and other signs of wealth. Nobles and courtiers would use clothing to signal status, temperament, values, and ambitions.

The upper class would wear finely tailored gowns (femme) or tunics (masculine) covered with optional cyclas or cloak. Another option would be a bliaut, a long-sleeved, frequently floor-length garment worn by both men and women during the late Middle Ages. The women's bliaut is characterized as a tunic tightly fitted in the torso, shoulders, and upper arms with angel-wing draping sleeves. Ladies would wear a headdress made of fine linen or silk (barbette, gorget, coif, veil, wimple) and keep their hair beautifully coiffed.

We are asking **Royalty** to wear shades of purple and **Barons** to wear shades of yellow/gold.

Middle Class, Law Enforcement, Clergy Characters

A pious character might use more restrained colors and higher necklines. An ambitious or flirtatious character might use brighter color, richer trim, and more visible ornament.

The middle class would wear an optional cyclas surcoat over a gown (femme) or tunic (masculine). This style of a loose, vertical gown was frequent in the earlier Medieval period. Undergarments would be a tunic-length plain linen chemise or shirt. Ladies should wear a barbette, wimple, cap, or other covering over their hair. The hair may be up or down; braids are very appropriate. Married ladies covered their hair altogether, and unmarried girls could wear their hair loose.

We are asking **Law Enforcement** to wear blue in any shade, but remember that only royalty may wear purple, so stay away from purple-blue and anything resembling ermine (white fur with black accents), as those are forbidden to regular people. We are asking the **Clergy** to wear styles and colors appropriate to the habits of their order (black, brown, grey, red).

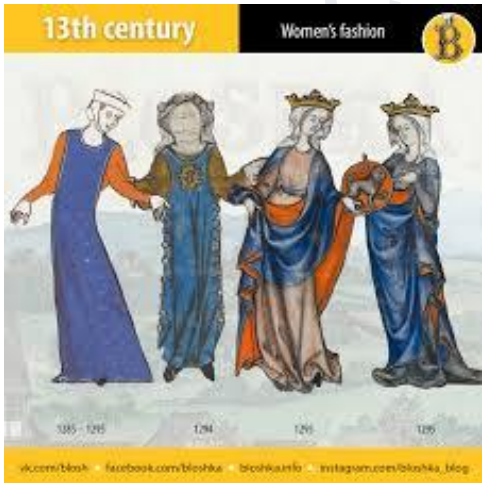
MerryFolk/ Peasant Characters

The lower classes in 13th-century England wore simple, durable clothing made from wool or linen, often in muted colors tailored for functionality rather than fashion. Men wore tunics (kirtles) at knee or calf length with stockings (hose), while women wore long kirtles, aprons, and head coverings, with upper-class household staff sometimes wearing livery (cyclas surcoat or tabard) provided by their employers. Lower class clothing cannot be overly ostentatious. No jewelry, but some colorful ribbons in the hair and as trim on a gown would be very appropriate. Unmarried girls may wear her hair long and loose or braided, or hide it under a cap. Married women would wear some sort of veil or head covering.

We are asking the **MerryFolk/ Peasants** to wear shades of green.

Budget-friendly costume improvements

- Add trim, ribbon, pearls, belts, chains, faux gems, or brooches
- Add detachable sleeves, partlets, hats, veils, coifs, or collars
- Use rich-looking textiles as overskirts, capes, or guards
- Use faux fur carefully and safely
- Coordinate color and silhouette even when individual garments are simple





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XIII. Code of Conduct

This game is built on mutual respect, inclusion, and collaborative storytelling.

We do not tolerate:
* Harassment
* Racism
* Sexism
* Homophobia or transphobia
* Ableism
* Bullying
* Discrimination of any kind

In-game conflict should never become out-of-game harm. Players who violate the code of conduct will be removed from the event. Costumers of Color's behavior policy can be found here https://costumersofcolor.org/policies/

We will not tolerate unacceptable behaviors from event participants in any form. Engaging in unacceptable behaviors at our event may result in removal from or denial of access to the event and our social media spaces without a refund of any fees. Participants asked to stop any harassing, unacceptable, or otherwise disruptive behavior are expected to comply immediately.

Alcohol must be handled responsibly. Participants may not engage in game play while impaired, therefore we have a policy of no drinking during game play.

Quiet hours and curfew must be respected so participants and venue staff can sleep.

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XIV. Emotional & Physical Safety

Gameplay is opt-in. Participants always have the right to decline, leave, or de-escalate an interaction. No one has to justify leaving a scene.

To ensure the safety and enjoyment for everyone on-site, we ask everyone to keep a few simple mechanics and rules in mind. First and foremost, this means that every single interaction is always opt-in rather than opt-out. Meaning that every participant always has the choice to participate in an interaction before said interaction happens. Again, players may step away from scenes or decline interaction at any time.

Designated support

To help support player wellbeing throughout the event, Magna Carta: Robin & John will have a designated Safety Lead available during the weekend. This person will serve as a primary point of contact for player concerns, safety issues, interpersonal conflicts, or situations requiring additional support.

The event will also maintain a closed reporting process so players know they are able to raise concerns confidentially if problems arise during the game. Organizers will maintain emergency contact information for all participants and follow established emergency contact procedures if a serious medical or safety issue occurs.

In the event of a significant incident, organizers will document the situation and responses taken in order to maintain accountability, improve future safety practices, and ensure appropriate follow-up when necessary.

Consent and calibration

Before intense emotional or physical scenes, participants should discuss boundaries, goals, intensity, physical contact, and desired outcomes. This applies to fights, romance, interrogation, public humiliation, heated arguments, and intimate scenes.

Safety mechanics

We will be employing three different safety mechanics during this event: ‘cut’, ‘lay off’, and ‘is that all you got’

Cut = Immediately stop a scene

Cut means to immediately stop play in the area. Used for danger, distress, injury, or urgent safety needs. At any point, any player can say “Cut!” to immediately halt all roleplay in the immediate vicinity. If you hear a cut being called then you are to immediately stop roleplaying and make yourself aware of why a cut was being called, the player who has called the cut is not under the obligation to say why if they don’t want to. (MoM 2022)

Examples of a cut being used (MoM 2022):
- A player has found themselves in a dangerous or uncomfortable situation and wants to leave the scene.
- A player notices another player being in danger without that player having noticed it.
- An NPC or Organizer notices a potentially dangerous or unsafe situation unfolding between other players.

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Lay Off = Reduce intensity

Lay off means to reduce intensity without stopping the whole scene. Used when a participant wants less pressure, less force, less intimacy, or less emotional intensity. If you are told to “Lay off ” then you must take a step back (if possible.) and de-escalate the intensity of the situation. This is not a request, and the player who called “Lay off ” does not have to explain why they did call the “Lay off ”. This call doesn’t break the game. (MoM 2022)

Examples of a lay off being used (MoM 2022):
- A player is uncomfortable with the level of intimacy their co-player is playing at, even if it was agreed upon beforehand.
- A player is uncomfortable with the level of physical force another player is using, even if it was agreed upon beforehand.
- An NPC is uncomfortable with the level of force they are being interrogated with, even if it was agreed upon beforehand.

Is That All You’ve Got? = Increase intensity

Is that all you’ve got? is a request to increase intensity. The other participant may affirm by repeating the phrase back. Any other response means no increase.

If the recipient of this phrase does want to increase intensity they can reply with “Is that all *you’ve* got?” to agree to increase intensity. Any other reply means that the recipient turns down the request to increase intensity in the scene. (MoM 2022)

Examples of “Is that all you’ve got?” being used (MoM 2022):
- A player would like to go from verbal words to grabbing a limb of their co-player in order to restrain them.
- A player would like to start shouting arguments at another player to further display their displeasure with the other character.

Check-ins

Players are encouraged to communicate openly about boundaries. Please remember to eat, sleep, hydrate, and take a break if needed.

Quiet Space

We are ready to offer any help we can give and we have set aside a low sensory place for you to take a break. If you are feeling overwhelmed during the event at any point, feel free to ask any staff member to point you to the Quiet Room.

We encourage all players to:
* Eat regularly
* Stay hydrated

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* Rest when needed
* Support fellow players
* Communicate clearly

XV. Combat & Conflict

Magna Carta: Robin & John is not a combat-focused game. Conflict within the LARP is primarily emotional, political, social, and narrative in nature, with much of the drama emerging through relationships, negotiation, loyalty, betrayal, and competing ideals rather than physical confrontation.

Physical conflict may occur in limited, staged scenes, but all combat is optional, consent-based, and carefully calibrated between participants. Foam-safe LARP weapons may be used for these encounters, with an emphasis on collaborative storytelling rather than competition or athletic realism.

Players are expected to prioritize safety, communication, cinematic storytelling, and emotional realism during any physical scene. Murder and lethal violence are not central to gameplay, and the focus of conflict is intended to support dramatic tension and character development rather than tactical combat.

XVI. Playing Together

This game works best when players actively support one another's stories and approach the experience as a collaborative piece of shared storytelling rather than a competition to be won. We encourage players to create opportunities for drama, share spotlight moments generously, build meaningful emotional connections between characters, and remain respectful of one another's boundaries throughout the weekend.

Some of the most memorable moments in immersive roleplay emerge when players prioritize the collective experience over individual success. We encourage participants to approach scenes with openness, generosity, and a willingness to help create engaging and emotionally resonant stories for everyone involved.

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XVII. Credits & Contact

Magna Carta: Robin & John
A Nordic-style immersive LARP
Player Guide written by © Gigi Coulson, 2026
Produced by a collaboration of two nonprofit organizations: Cascadia Rising Events & Costumers of Color

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For questions and updates, players will receive additional communication through email and Discord.

**This guide was inspired in structure and organization by the player guide for A Meeting of Monarchs / Field of the Cloth of Gold and that player guide is cited as (MoM 2022).*

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