

## **C**ontacting us.

You probably already know how to contact us if you are reading this but in terms of the event:

Send crew questions to:  
[crew@dumnonni.com](mailto:crew@dumnonni.com)

Send Player questions to:  
[bookings@dumnonni.com](mailto:bookings@dumnonni.com)

### **Getting to the site**

The site can is situated in postcode area EX20 3QZ. From the south: Turn off the A30 Exeter-Okehampton road at the Whiddon Down Services. Take the right at the Post Inn towards Winkleigh (A3124). At a crossroads turn left onto the A3072 towards Okehampton. Pass a farm on your right and old mill on your left and then take the next right turn, sign-posted to Exbourne. Follow this road to Exbourne and turn right into the village at a crossroads. Go slowly through the village towards Monkokehampton. After about a half mile take a left turn for Woodhall (this has a curious, fat but empty signpost). Go easy down the narrow road watching out for S-bends. Eventually the road goes over the river; you, however, do not, but instead go straight on through the gate into the site. PLEASE CLOSE THE GATE AFTER YOU.

The site is open for crew and players to arrive from 2pm on Friday of the event. If you would like to arrive before this time please contact us to arrange it.





# W elcome to O utlore 2012

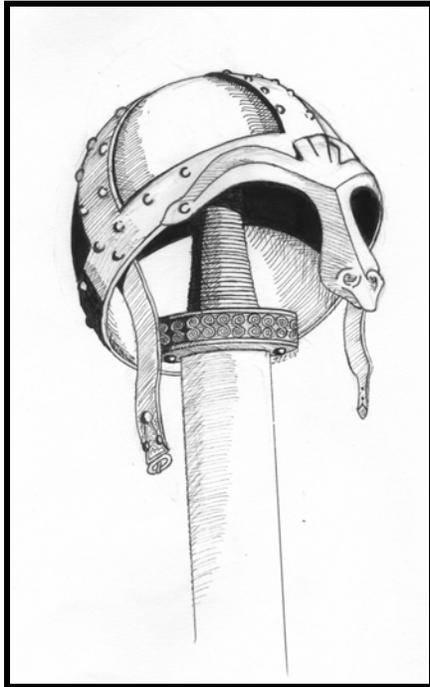
What you have in your hands is the 'Froth' flyer for "Bonds of Honour".

All the rule stuff can be found separately in either the mini rules book or the crew guide depending on what side of that divide you stand.

At this latest Outlore you can expect to find: a multitude of musicians for the singing and the dancing; a fine crop of Craftsmen, for all manner of toys and trinkets; a massive horde of crews. We are expecting over 100 dedicated, and some would argue unhinged, actors and victims, to bring to life your opponents and add local colour.

Armies beset Culhaven on every side, the Fae talk of the end of the world and there will be at least one wedding. So expect Violence, Pathos and Celebration in even measures; though let us hope the apocalypse will wait.





## Beltane

The night of Beltane approaches, and there is much to be done, for a new Summer Monarch must be chosen before the first flame of summer is lit. And so from the Fae council word has been sent to summon the electors of old, the nine who must speak their word on who should take up the mantle of summer.

The monstrous Muckle Mary Gyp, whose death sundered the Summer Throne, and whose return has flooded both the lands of Dumnonia and the lands of the Fae beyond the gate with dark and deathly power, still walks abroad. At her side Conn of One Hundred Wounds, once Black-Shield and battle brother to the Ard Rí himself, now a twisted shade, potent with forces of spite and death. And with him, his newly-wed bride: Hel herself, mistress of the dishonoured dead of the Norse.

These three united seek the end of all who oppose their mastery. And so it is that this fight is not for just the Fae alone, not just the Celts alone, not just the Norse alone; for when your enemies join together so must those that would defeat them. But is it so easy a thing for those who have fought and bickered with one another for so long; to put their differences aside?

None know this better than Maeve, Queen of the Connacht, whose lands have long been beset by war, first with Donn's armies, then the warriors of the White Bear and then the war-host of the Lady Brae. Long and costly have these wars been, but is an end in sight? This Beltaine brings the marriage of her daughter Fouloula to Oswald, King of the Usipeti, and with this union comes the hope of peace.

Now, Maeve is a Celt of the old ways, and as such she shows honor to foes as well as friends. And so it is that heralds have been sent to all the lords and ladies who hold honor as their torch, with word of welcome to the marriage of Fouloula and Oswald, within the wall of Culhaven.

Many shall stand side by side as the Beltaine fires dance, but on the morrow, who amongst them will leave as allies, and who shall face against each other from walls of shield and sword and spear?

### **A King forgotten.**

Since last year's battle with the Fir Bolg, people have stopped talking about Bull, the Ard Rí. What is worse, people have even started to forget him altogether. However, in the last month or so, it was like a light was struck in a dark room and memories came flooding back. Shame at having forgotten him, and wonder at what terrible wyrd could have caused such a ban is now the talk on everyone's lips.



## **D**arkness rising.

The winter has been full of dark dreams and waking nightmares. People whisper that the darkness is not safe and it is true that folk are found dead - apparently from fright. The ovates warn something that is darkness, death and fear combined now owns the night.

## **L**ost summer.

There is no monarch to sit upon the Summer Throne and without one summer will be lost. The Sídhé are all a-twitter about finding a new queen or king. They say there must be a contest and that without the support of the sons of Míl no summer can be found. They say that if one is does not sit upon the throne by Beltaine it will have dire consequences. As always there is obviously much they are not telling, but it is clear that crowning a summer monarch is not a simple thing.

## **A** new door to everywhere.

The Sídhé also warn that without repairs to the Fae Gate the boundaries between the Otherlands and Dumnonia will crumble and chaos will reign. Luckily the Arveni Gauls have taken the task of rebuilding the gate and should have it finished by the Beltaine feast.

## **B**reaking the rules.

A final Otherland threat is that a few dark sídhé have found a way to break the rules that normally restrict their power; they seem to be able to bend reality to their whim.

## **D**eath walks and children cry.

An army of the dead that has walk straight out of Sythril and Nifelheim lead by Conn of the Blackshields and Hywl of the Redshields, now ravages the land. This army does not shamle, nor does it show the normal incoherence of the undead. It is fully aware and made up of infamous heroes and evil men.

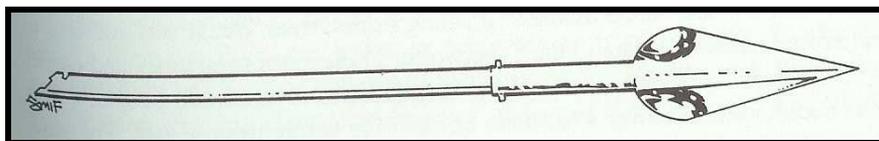
Along with this army comes a second force of dark sídhé who lead a host stolen children and use tortured babies to fuel wyrd of unspeakable horror and terrible power.

## **A** mad king and the queen behind the mask.

Since his defeat last Beltaine Donn has become mad. It is said that when he looks out of his good eye, he speaks with reason and remorse at his actions, but when he looks out of his ruined eye he cries for death and destruction upon all. Those who are oath sworn to him struggle to follow conflicting orders.

His daughter Finivar, who wields the Moon sword, has grasped his cause with an iron hand. Her hatred of the Tuatha is well known and she has declared that she will finish her father's duty and drive all his enemies into the sea. She has declared a third battle of Moytura will be joined.

To the sons of Míl she had declared "Stay out of the affair of adults, or be crushed underfoot."





## **V**iolence of the **S**axon shore.

The Saxons have been stirred up like a nest of angry wasps by a raiding from the Norse. Amongst those that have woken up the fyrd and are sharpening their swords for war are Tom-hoddet, the cursed leader of the sortzart berserks. They have grievance and it looks likely that war will break out between the Season and the Norse.

However, as the Norse are plentiful at Culhaven this Beltaine, the Saeson might take the opportunity to either broker a peace, or take some heads. Either way Hrafan's people will have to do some shrewd talking to smooth this over.

## **T**he battle for the plains.

The Brigante, Iceni and Catuvellauni have put aside their difference and are going to take back their homelands for the Fomor. Massan of the Drowning Pools still commands a host of sea demons and has the support of two legions of Romans. It is also rumoured that he has a new weapon that can burn an army in seconds. As there are likely to be terrible losses those of the plains tribes that are at Culhaven are keen to celebrate what may be their last Beltaine in legendary fashion.

## **T**he **B**ear shows its claws.

Last summer the armies of the White Bear, Queen Brae and the Scotia finally set out on their campaign against Queen Maeve. After the losses she had taken against first Balor's host and then the Fir bolg, plus the desertions of many Connachta to the Fir Bolg, she was quickly driven onto the defensive. However, her Clan Morna allies took this opportunity to attack the lands of the White Bear, thinking them unguarded. Klaw rallied what reserves he had and retaliated with decisive force.

Now, having achieved his objective in the war with Meave, Klaw is happy to sue for peace with her. However, Brae seems to show no sign of stopping her advance into Connacht itself.

For crimes done against his people during their attack Klaw is still very much at war with the Clan Morna. However, the attack of Conn's army of the dead has put things on hold for the time being.

## **A** land divided still.

Athea, queen of the Dumnonni has agreed to marry Aelsca of the Brigante, but only after Dumnonia south of the river is retaken from Clan Morna: "I once chose love over honour and I will not do it a second time."

With the White Bear now joining her cause, albeit for their own reasons does she have reason to be optimistic? Can the young queen find a peaceful way to reunite her lands or is another war the only way to settle it?

## **D**ruids business.

It is rumoured that Slough Cul, once druid to Bull the High King, has challenged the Gaulish High Druid Manix for his position. There is little love lost for Slough Cul amongst many of the peoples of Dumnonia and beyond. It was he who split the realm of Dumnonia - giving half to Clan Morna; and he moved the Fae gate to its new location. The Sídhe also mutter darkly about other crimes he may have committed. Still, he is a druid and therefore mouthpiece of the gods, so wish him luck.





## **Community spirit**

One past criticism of the bigger Dumnonni events is that players sit in their own camps and do not feel a reason to visit other fires. We want to stimulate more interaction. To this end we have two incentives. Firstly, we are stressing the need for inter group hospitality. Everyone should feel able to sit around each fire and role-play. Secondly we are once more having the Beltane games (see below). We hope that everyone will enter into this to create a bustle of interaction around the fort. You don't have to agree with what your neighbours have to say, but hospitality is a tradition to which the people we play should aspire.

## **A communal feasting**

The habit of everyone bringing something to contribute to a feast has developed organically. We think it would be an excellent idea if this was extended to make a truly glorious Beltane feast. We will provide some backbone to the feast. Our good friends in the re-enactment group Dumnonika have agreed to run a hospitality area serving authentic food and drink through the event. Again this will go further if each group adds to it.

Dumnonika website: [www.Dumnoika.com](http://www.Dumnoika.com)

## **Website updates**

For more background detail the website is the best source. Leading up to the event we will be putting things up in the myths and lies section. This is broken up further in closed and open threads. Open threads can be read by anyone, but closed ones should really only be read by the culture or person type addressed in the title. E.g.. Druids and wyrd users (Closed).

## **Woad on Woad**

Due to the conflict ridden nature of this event it is possible there may be some Player Vs Players violence. It is not something that the theatrical style of Dumnonni combat naturally lends itself to nor do the refs want to encourage it. However, the final arbiter of Dumnonni is, 'Do what is in character to do, not what is easiest.' So if PVP fighting does break out we would just like to say be mindful to play fair.

## **Beltane Games**

The Old Ways should not be ignored, for the Old Ways are the blood of the land and the people, and without them all will fail. One of the old traditions was that at Beltane, the free people meet to talk and discuss, not to fight. But still they could prove their wits, and skills against each other. So each tribe, each people, each warband, should bring a game, a contest or a sport to the festival, and teach it to all the other tribes, that all may take part in the contests and challenges.

To help run the games a Celtic 'referee' will be announced by the Druids on the first evening. He is called 'The Knotty'. Argue his decisions at your peril. Can people email us with you game ideas before the event, both so we can avoid too much overlap, and also to sort out any logistics and running order issues.





## **A New Call**

As much as we dislike magic calls and the like, for this event we are using a new call to simulate a very specific effect.

"TIME HOLD"

'Time in' returns things to normal again.

This works like a time freeze, except that everyone is still conscious and has their eyes open. Thus frozen you are obviously very vulnerable to attack. Things can walk right up to you and put a knife in. Certain player characters can fight the effect, some might only be able to talk, others might together or on their own be able to move slowly. If you have not been told you can do anything during this effect then you can not. The Fae should look at the Myth and Lies section of the website for more detail.

## **Running order**

Here is what you need know about the running order.

The player lead games should carry on all day Saturday and Sunday.

Saturday evening the Sidhe "electors" will call a moot and the Brithem will describe the challenges they set.

Sunday evening is Beltane, the wedding will be held then and this is the deadline for crowning a summer monarch. There will also be a feast and the ritual of the turning of the year.

DC Style fighting training season at 4pm this is being run by:

Dru from Dumnonika

Also:

There will be fighting.

There will be shouting.

There will be feasting and quaffing.

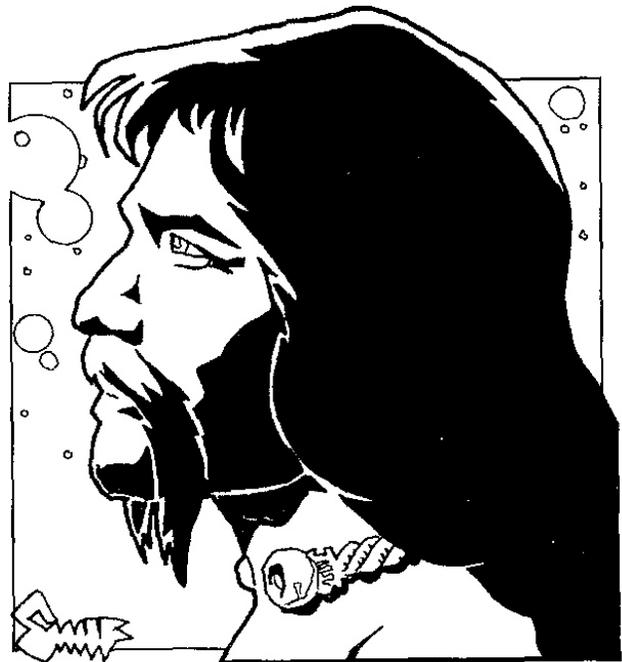
There will be musicians, story telling and dancing.

There will be shouting.

There might even be moments of great Pathos.

The rest is up to you.

Did I mention the shouting?



There will be briefing on Friday for all attendees at 7:30 at the Crew Shed. (time in to follow at 8 ish)

Time out will be on Monday at approximately 2:00, though this may vary due to levels of carnage.



## What you will need to bring and site rules.

Facilities on the site are very basic. There is no running water so as well as food and camping equipment you will need to bring water to drink.

The toilets are often a long walk and are quite 'special' by the end of the weekend. It is advisable to bring your own bog roll.

There will be a catering van on site for much of Outlore but at smaller events you will need to bring everything you need to survive.

### Crew registration

It is important to keep closer tabs on who is at our events, for insurance reasons. To facilitate this with minimum faffage we use a crew registration book. Thus when you arrive at the site you should sign in. If you are under sixteen the adult who is responsible for you for the weekend needs to also sign for you.

### Children

Children are welcome at Outlore but not generally encouraged at other events. Even at Outlore there is a limit to how many kids we can cope with, so please book them early (through Nathan).

It is very important to realise that children under 14 are not covered by our insurance, nor can we take any responsibility for the care of your young. If you bring children it is entirely at your own risk and **you will have to supervise them constantly** as there are some dangerous situations, like a fast-running river and open fires. In particular, Children are drawn to pretend violence and if you are not really careful to stop them they will try to join in and be at great risk of getting trodden on or crushed.

In brief:

0-14 Can come with a parent/adult **may not fight or be allowed near a battle**, and must have full time supervision.

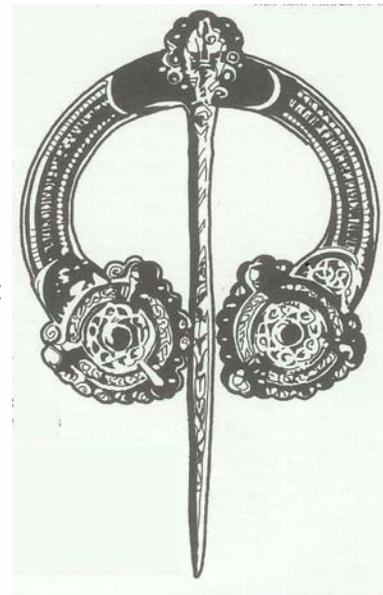
14-16 Can play/crew/fight as long as you have a parent or another adult who is responsible for you on the site.

16+ You're all grown up as far as our insurers are concerned, you can now do daft things and its no one's fault but your own. The one exception is that you still may not drink alcohol!!

18+ You can legally drink without voiding our insurance.

### Dogs

We prefer you not to bring dogs to Dumnonni events. If for some reason you feel that you have to then you must have permission from the organisers (Alysa) and the farmer who owns the land (Chris Guy) and the dog must remain on a lead, under supervision and in a time out area.





### **Parking cars**

This Outlore, as space will be limited, car parking is in an adjacent field. Once unloaded you **must** take your car there and not bring it back into the field until packing up time.

### **Plastic camp (Time out modern camp)**

Please be quiet after midnight around the plastic camp as we all need sleep (especially Nathan). If people ask for it we can set aside an area away from the tents where you can have a noisy fire as late as you like.

On a similar note, please no sound systems at any time in the plastic camp, or anywhere on the site, as it carries much further than you think.

This year we are trying to have fewer but better organised fires. To this end we will set up at least a couple of fire pits with wood provided. While you are not forbidden to make your own fires, please talk to a ref before making one. They will, as normal need to be on a platform, such as a metal sheet on four bricks, and away from any tents. **No** rolled turf fire pits are to be dug. Please take care to tidy away all litter and take home what yours at the end of the event.

### **Fort and other time-in areas**

#### **The look**

Dumnonni prides itself on trying to keep the time-in areas as free from modern stuff as possible. Please, therefore, keep all of your 21<sup>st</sup> century stuff hidden at all times. One good suggestion is to have large 'day bags' in which OOC stuff can be easily stashed. Likewise please try to bring as much authentic-looking eating, drinking and living stuff as possible.

There are a number of private huts and authentic tents in the fort. Please do not go into them without the owner's invitation.

The space for in-character tents in the fort is at a premium so you will need to book well in advance to have any hope of getting a space (Contact Hux).

A ref will be responsible for fires, lanterns, etc and you should obey their every whim. Fires must be small and supervised. There are fire-extinguishers in all the huts.

It probably does not need to be said, but please keep out-of-character conversations to a minimum in time-in areas, even late at night!!





## An Ode to Fouloula and Oswald.

• Such joy there will be,  
Such feasting  
Such harping and songs  
That ears will be glad  
and hearts warmed,  
And bards will busy at the telling of it  
For long ages to come  
At the wedding  
Of Mighty Oswald, Hero, and  
Fenulla the fair,  
Daughter to Queen of Queens,  
Maeve of the wise judgement and  
firm hand,  
Great in battle, wise in counsel  
Thrice generous Maeve  
Generous in hospitality of her halls  
Generous in gifts given graciously  
Generous in welts of war laid on foes.  
Maeve, The Guardian of Connaught,  
Swift to aid her friends and slay  
enemies  
In spear's harvest.  
Maeve, giver of great gold,  
Whose chariot wheels are gilded in  
glory,  
Whose deeds ring out like horns  
Stirring the hearts of men.  
And echoing across wide lands

