

 dumnoni
chronicles

CREW GUIDE

2025 Edition



Welcome to **THE CREW**

We hope that you are reading this because you want to help us run the much-loved, mythic Celtic LARP we know as **Dumnonni Chronicles**.

This is a brief introductory document designed to give you a quick touch of what we are trying to do. For some of you this will not be your first visit to Dumnonni Chronicles (DC), or at least not your first LARP; for you, this can be seen as just a reminder of what we expect of you.

Read and enjoy. If you have further questions, just ask and we will endeavour to explain.



What is expected of Crew

People who crew Dumnonni, indeed all LARP, get pleasure out of different things. As long as you like doing at least one of the following, you will have fun:

FIGHTING

There is an awful lot of this at most events and many Crew come just for this. You should think of yourself as a stunt-person, out to die dramatically to make our Players feel epic.

We know though that not everyone likes fighting, and we have lots of things for non-combat Crew to do to help enhance the event (see next page).

But, for those of you that want to use weapons, it is **VERY** important you come to...

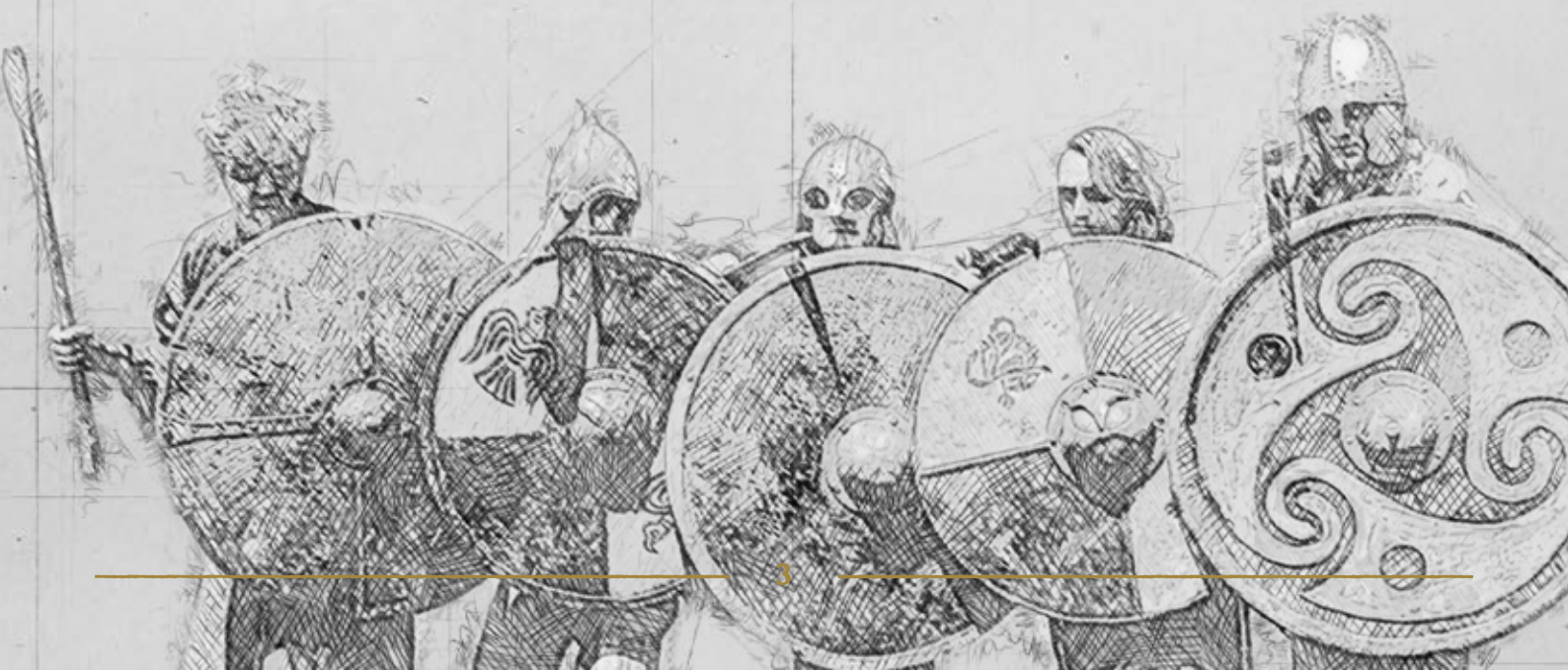
JASPER'S SCHOOL OF WAR

New Crew (even those that have crewed in other systems) **CAN'T FIGHT** until they have attended Jasper's School of War. **Attendance is compulsory, and is vital that you take everything that is taught seriously.** While we want everyone to have an awesome time, our main focus is on **SAFETY**, Players' and Crew's alike. So please make sure you attend.

LESSONS USUALLY START FIRST THING ON THE SATURDAY MORNING!

Jasper and other experienced Crew will introduce you to the latex weapons and shields we use. Despite being of a lightweight material and termed "LARP-safe", latex swords, axes, spears and shields can still cause serious injuries if not wielded correctly, so it's absolutely necessary that you learn how to hold and use these weapons correctly and, most importantly, **SAFELY**.

You will be taken through a series of exercises starting with fundamental combat techniques, stance and how to react to blows, before finishing with how to skirmish and work as a unit in a Shield Wall. When School is finished, you'll have the basics to fight realistically and safely, making the event experience better for the Players and for you.



What is expected of Crew continued...

REACTING TO MAGIC (WYRD)

Within the DC world, magic is called Wyrd. Players will use Wyrd to cast “spells” at you by getting your attention and then indicating what they expect the spell to do to you. This might be explicitly spoken: “You shall not pass”, or more cryptically acted out. Hopefully it will be clear what they are trying to do. You then must react to the spell in as cool way as you can. For example, if a Wyrd User demands that you fear them, become terrified. Wyrd Users only have limited use of most magics, so you should make them look good by your reaction. If you are at all unsure, then over-reaction is far better than under or, even worse, no reaction. Magic is big theatre!

ACTING

As well as the acting that goes into being a fearsome foe, there are also opportunities for speaking roles that interact directly with the Players. If you like doing improvisational drama then this could be for you.

BACKSTAGE

In order to make LARP work well, there are a lot of jobs which happen out of view from the Players. These includes such things as, organising kit for monsters, doing make-up, helping roadie (move) kit about, and assisting with general organisational stuff. This is the most overlooked part of crewing and one which can be a great deal of fun.

While we don’t want to work you ragged, please do give as much effort as you are able. The more that Crew are involved, the more fun everyone has.

Throughout the day there will be time to eat, socialise and chill. When we need you, there will be a Crew Call and you should come to find out what the fun is.

TIMES TO NOTE - THESE ARE SUBJECT TO CHANGE AND FOR GUIDANCE ONLY

10am Crew Call: This is when we will be kicking-off the day’s actions. Please be up, fed and ready to go.

6pm Dinner time: We will try to give you a break at 6pm to cook your dinner. Please plan to eat then, unless we have stated that we need Crew at this time.

How to be good Crew

Everyone who attends our events agrees to be bound by our Conduct Policy. Please ensure you have read the Policy document. If you have any questions to help you understand the Policy please contact Ref Dumnonni.

The Policy document can be found here: dumnonni.com/conduct-policy/

Please don't go up to the Fort during time-in unless you have been asked to by one of the Ref Team. Once the day's fighting is over, there may be opportunities to socialise In Character in the Fort. Always check with a Ref.

We ask that you keep your Player Characters for playing and our NPCs for Crewing. Please don't ask to crew as your Player Character, or play as your NPC, unless the Refs suggest you do.

INTOXICATION

We are not puritans, but over-indulgence has caused people to perform under par. Drunken people can be less good at role-playing and are unsafe to fight. Hangovers keep Crew out of events the following morning. **PLEASE BE RESPONSIBLE ABOUT ALCOHOL USE.**

Note also that we have to enforce a strict No Underage Drinking rule.

Illegal drugs or legal highs are not permitted anywhere on site.

INACTION

This is often related to the above in that over-indulgence, or just lack of sleep, keeps you in your bed of a morning. Bad weather also has an effect on the roll-call. If you are struggling to emerge from your tent, please make an extra effort.

If you attend our events, we do expect you to take an active role rather than sit by your fire. LARP events are not festivals. Please recognise the difference.



What you will need to bring

The facilities available on site are very basic, so please be aware of the following:

There is **NO RUNNING WATER**. Please bring all the water you will need with you. Pack the water you think you will need and then pack some more.

Bring plenty of food. Crewing is always physically demanding, so as well as all your favourite snacks, make sure you have plenty of foods to help keep you energised.

The toilets we have on site are portaloos. These are a long walk from the IC area and, depending on field conditions, can be a way off from the OOC camping too. As with all portaloos, these become very well-used over the course of an event and sometimes run out of basics. It is a good idea to bring loo roll, and anti-bacterial hand gel is recommended.

Please bring a pair of sturdy brown boots (the field is rough and often wet and muddy). Bring socks (Sealskin-type socks are excellent.) Bring spare dry socks.

We will provide all of your costume but if you have **basic Dark Ages kit** (undertunic, trousers, etc.) please bring them.



Club and Event Registration

For our insurance, we need to make sure that all Players and Crew are registered with the Club. You only need to register **ONCE**.

For **CLUB and EVENT REGISTRATION** you can find the forms on the Dumnonni website homepage [here](#) - just scroll down to find the links

If you are really unable to register before an event we will be able to let you do so at the event, but as we are going to be very busy getting the fun stuff sorted it would be really helpful if you can register in advance.

If you have any questions, please email: crew@dumnonni.com .

Children

Dumnonni has always been, and will continue to be, a place for grown-ups to come and play. This means we do not run events for children. Families do come to Outlore but please be aware that we do not set encounters or entertainment for children. In the past, parents have clubbed together to run small kids' adventures but please do not come expecting this to happen.

Our events are devised for adults, and include frequent bad language, large amounts of LARP violence, gory special effects, and really scary monsters!

It is very important to realise that children under 14 years of age are not covered by our insurance, and we cannot 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. Kids are not allowed to run around the site unsupervised. Our experience is that children are drawn to pretend violence and will try to join in, putting themselves at great risk of getting accidentally trodden on or crushed. Our players do not want to ACTUALLY hurt each other and would be mortified to hurt your child because it was in the wrong place at the wrong time.

There are other on-site dangers to consider which include a fast-running river and open fires.

If you wish to bring children to Outlore, please contact us through the Bookings email in advance. We do try and have a 'quieter' corner for families but this is a limited space.

Children are not encouraged at events other than Outlore.

In brief:

- **0-14 years old:** Can come with a parent/adult but may not fight, nor be allowed near a battle. Must have full-time, adult supervision.
- **14-16 years old:** Can play, crew and fight, but must have a parent or guardian on site.
- **16+:** You're all-grown-up as far as our insurers are concerned. The one exception is that you may not drink alcohol!
- **18+:** You can drink responsibly.

Dogs

We prefer you not to bring dogs to Dumnonni events. If this is unavoidable please contact the Refs (bookings@dumnonni.com) to discuss.

- **All dogs must remain on leads at ALL TIMES.** There are sheep in the field and we really don't want to upset the shepherd.
- Dogs are not to be left tied up unsupervised at any time.
- Dog mess **MUST** be picked up, bagged and **TAKEN HOME**.

Arrival and getting to the site

You are welcome on site after 2pm on the Friday of an event. This also applies if you have your own IC camp to assemble. The only exception to this is for those making VERY long journeys and those who are willing to spend at least two hours helping with set up. In both situations, please contact Ref Dumnonni at crew@dumnonni.com or through the DC Facebook page to discuss times. This is to allow for an easier set up for the team on the ground. We appreciate your understanding with this.

What.Three.Words for the entrance gate are: **coping.task.stop**

DIRECTIONS:

By vehicle from the A30: 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. 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.

Parking cars

At the smaller events, parking is not an issue but at Outlore, camping and car-parking space is restricted in order to stop the Plastic Camp from filling the whole field. Please camp and park only in the designated areas indicated on your arrival.

Plastic camp

NOISE

Please be quiet after midnight. (We all need sleep, especially Nathan.) There is a communal fire by the Crew Shed, and we are happy for people to stay up as late as they like here, but please bear in mind sound travels easily and tents and are not usually very soundproof!

Likewise, if you rise early, please be aware that people around you are still sleeping. Please keep your noise down until 8:30am.

FIRES

We have a Crew Fire available for everyone to gather round when not role-playing. If you wish to have your own OOC fire you will need to bring your own wood. Fires must be raised from the ground on a metal platform at least a foot off the grass as the field is prime grazing. Please speak with a Ref to approve your fire before lighting it. Please be mindful of people camping nearby. Late night socialising is best done at the Crew Fire.

RUBBISH

Please keep your camps tidy, with rubbish securely put away. If rubbish from elsewhere blows in, please put it in your binbag.

DO NOT DROP CIGARETTE ENDS and TAKE ALL YOUR RUBBISH HOME.

The Fort and other time-in areas

THE LOOK

Dumnonni prides itself on trying to keep the time-in areas free from anything modern. Never go in the Fort during time-in unless you are in kit. Please keep all of your 21st century stuff hidden AT ALL TIMES (use a booze-bag for modern bottles) and do things like smoking OUT OF VIEW.

Please bring an authentic-looking drinking vessel if you have one.

HUTS

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

FIRE SAFETY

Fires in the village must be small and supervised. There are fire extinguishers in every hut, on the left-hand-side of the door. There are also fire-buckets in all the huts.

FIRST AID KIT

This is in a Ref hut in the Fort. In emergencies, please find a Ref to assist.

STAY IN CHARACTER

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



The Ref Team

Dumnonni is run entirely by volunteers. We are all there because we love the system. Within the 'Ref Team' there are levels of responsibility. Each member of the team has chosen their own level so they can manage their own enjoyment of the game.

REFS

The team that runs the plot and encounters during events. They also help manage the system in downtime. These are the people very much on the ground at events. They are often supported by GUEST REFS, who will be introduced to everyone at the start of the event.

Refs have the added responsibility of being named on the insurance. A Ref must be present at any major incident (including Man-Down), a crisis situation, if the Police, Fire Service or ambulance is required, or where there is a missing person or misconduct issue.

You can identify our Ref Team, if you don't already know them, by consulting the notice board in the Crew Shed. The board will tell you who is present at an event and what their role is.

The Team, which may also include occasional, guest contributors, will be drawn from the following people:

Refs:	Esther, Evie, John (Goff), Jasper and Nathan.
Welfare Refs:	Esther, Evie and Nathan.
Build Ref:	Esther
Pyro Ref:	Jasper



ESTHER



EVIE



JASPER



JOHN (GOFF)



NATHAN

Types of Refing

ENCOUNTER REF

For most encounters, and **ALL** fighting encounters, there will be at least one of the Ref Team wrangling you, keeping an eye on the game flow and, most importantly, keeping it safe and good-natured. They will be identified to you during each encounter briefing. Please follow their lead.

PLAYER REF

This is the person or persons with the Players. They are the ones monitoring what is going on and so it is very important to do what they ask you to do.

WELFARE REF and FIRST AID

When something out-of-character goes wrong, be it upset, injury or bad behaviour, the Ref Team will endeavour to resolve the situation quickly and be sensitive to the needs of those affected. Any Ref will signpost you to help, but in particular **Nathan, Esther and Evie** are designated **Welfare Refs**.

Roles within Dumnonni

See below for an explanation of the different roles you can find at Dumnonni.

We really appreciate help. If you would like to volunteer your support, please let us know – all roles are assigned by Refs.

REFS:

Many Refs are also plot refs and/or helpers, but our Dumnonni Refs are chiefly focused on oversight and running of the system as a whole. They have all the information and are responsible for decision making.

Refs have a long and deep understanding of running LARPs and Dumnonni in particular.

Refs need to:

- Turn up to all general moots (if possible) and all plot moots if working with plot
- If working with plot or specific roles, follow the breakdown for Guest Ref or Helpers
- Work as a team: we want to present a united front, so any disagreements should be addressed and worked through off the field. You must be open to adapting your ideas and methods to fit with the community.
- Communicate: Be a part of the ref chat

GUEST REFS:

Not responsible for the system as a whole, these people commit to one event at a time. They may focus on a particular plot, add touches to the event as a whole, or focus on supporting the rest of the team.

Guest Refs need to:

- Turn up to at least one moot per event, a plot moot if working with plot
- If working with plot, be aware of others plot and communicate your opinions, ideas and plans to ensure cohesion

- If you want to make independent plot decisions and encounters, clarify a clear area of focus with the Ref team, and let them know your plan
- If people ask you a question that is not linked to your plot, send them to a Ref
- If you notice anything welfare related, please alert a Ref (do not action yourself)
- Feedback throughout and at the end of an event

HELPERS:

These are trusted people who help run the system without being directly involved in the politics, rules, and plot. They are sometimes different people at each event. They should be treated as authorities within their areas of responsibility – please treat them with respect and follow their instruction.

- If you notice anything welfare related, please alert a Ref (do not action yourself)
- Direct people to the appropriate place if they are asking questions about things outside your area of responsibility

SOME EXAMPLES OF HELPERS

Crew Wrangler: Recruitment, getting crew kitted up, crew calls, keeping an eye on the energy/mood of the crew

Light Bearer: Filling up the paraffin, checking safety of lamps, putting them out

Make-up: Main port of call for using the make-up area and the people to ask for to use things and/or where things are. Keeping the area tidy and well stocked.

Build Coordinator: Keeping an informed overview of site maintenance. Managing budget and resources. Organising appropriate build events and fostering woo and safety within them.

Encounter Leader: In charge of a particular fight, scene, or plot thread/encounter. Keeping an eye on player and crew mood, monitoring safety and dramatic flair.

Two important places

THE CREW SHED

This big, wooden shed is the store for our kit and is also the place to come when we do a Crew Call.

It is normally here that the Refs organise encounters. Therefore, this is the place to come if you would like to do some roleplay. A Ref or Co-ordinator will brief you about who you are going to be and what you will be doing.

We pride ourselves on the look of DC and we have great kit and specialist Co-ordinators to make you look awesome. We hope you will enjoy being transformed.

Our kit is organised to make your costume changes easy and efficient. As you can imagine, DC has a vast amount of costumes, weapons, props etc, and keeping it and the Crew Shed organised is a full-time job at an event, so to help us work effectively, we ask you to not rummage around in the kit.

Only take crew kit and weapons, or use the make-up table, with the area Co-ordinators' permission.

When you return from an encounter, a Ref will be usually be on hand to advise you where to put kit, but if there is not one, please don't just dump kit somewhere, especially where it could get wet or damaged - look for a like-for-like pile, or if you are first back it's really helpful to start one. This is particularly important for weapons, as latex does not like being left in the rain!

If you notice that your kit or weapons have been damaged during an encounter, please bring this to the attention of a Ref or Co-ordinator when you return to the Crew Shed.

Make-up will normally be done in the make-up area by a Ref or Co-ordinator.

THE REF TENT

This is the nerve centre of Dumnonni. The Refs do most of the plotting and planning here, so please help us by not coming into the Ref Tent unless you are invited.

Each evening, all the Refs will gather here for a short meeting. **Please do not disturb the Refs AT ALL during this time. *The obvious exception to this is in an emergency.***

Come to the Ref Tent for urgent assistance, First Aid, and other Health and Safety situations. There should normally be a Ref there, but please bear in mind that due to the various demands on them during an event, they may be elsewhere. But, there will usually be someone nearby that will know where one can be found.

Fighting

DUMNONNI IS NOT A SPORT

The fights are not fair, and the joy of crewing is not winning but adding to the fun of the Players (who pay real money for the privilege). A good way to think of it is being an extra in an epic movie. Looking fierce, and dying dramatically, is what counts. You may think this point over-laboured but it could otherwise be possible to misunderstand the point of the combat rules.

Crew are given the maximum number of times they can be hit before they fall down dead. Total Hits are based on the type of creature and how much armour they are wearing. When hit, Crew should react accordingly.

1-2 hits	Unarmoured Human
4	Lightly Armoured Warrior – This is the default for most Crew
6	Heavily Armoured Warrior – e.g. Roman Legionary or Norse in chain
8	Fomorian
10	Heavily Armoured Fomorian Champion

However, it is not expected that you will normally reach this maximum. To make combat theatrical, we expect Crew to die earlier if it seems appropriate. Below are guidelines for this *essential* element of Dumnonni combat. It should be quite possible, though difficult, for a Player to kill Crew with one excellent hit.

Unless you are a rock-hard monster, i.e. you have been told so by a Ref:

- If hit with a dramatic, two-hand blow, fall over.
- If hit squarely on the body with an arrow, **die**.
- If hit in a particularly dramatic way, or it would just look cool to do so, **die**.
- If you receive a pummelling of blows from multiple people, **die**.
- If you have not died from any of the above reasons, when you reach your Total Hits, **die**. Never exceed this total!
- If a Player falls down from their hits, leave them be and choose a new target.
- At times the Refs will tell Crew members that they are particularly tough and they will follow different rules. (This is the exception not the rule.)
- Always react to being hit by flinching, groaning, falling down, etc. Create a realistic feel during combat.
- Inexperienced people should take their lead from the regular Crew.



Ref Calls and Safety

THE MOST IMPORTANT PAGE IN THE BOOKLET SO PLEASE READ AND LEARN IT

As this is a physical event where you are likely to hit and be hit, safety is paramount. The weapons are padded so, as long as they are used sensibly, no one should get hurt.

Here follow the Combat Safety Rules:

- **“MAN DOWN!”** If someone shouts this, it means there is a real injury. If you hear it being shouted, shout it yourself until the action has stopped. The action stops immediately and a First-Aider will assess the situation. The game does start again until a Ref calls “Time in”.
- Pull your blows. This means do not hit people with your full force but, instead, over-emphasise your blows so they look hard but are, in fact, reasonably soft.
- Do not stab with a weapon unless you know it is stab-safe.
- Avoid head or groin blows. Some might happen by accident but never intend them.
- **No Grappling or Body Checking** - you cannot pull the blow from using your weight as a weapon.
- In fighting, avoid body contact, wrestling, barging, offensive shield use, etc. Some of the more experienced Crew and Players will occasionally do all of the above, but this is because they have been doing this a long time and know how to do it safely. Do not be tempted to follow their example.
- No fighting while drunk or under the influence of anything.
- Do not use any weapons, particularly bows and dane axes, without safety training.
- In addition to the above, always listen to the Refs when they explain safety rules applicable to special circumstances, e.g. night fighting.
- Keep well hydrated.

Other game calls that you need to know are:

“TIME OUT”: The game is over. Usually only called at the end of an event.

“TIME FREEZE”: the game stops, as above, but the Players also have to close their eyes and stay still (this is to allow an instant magic-like effect).

“THANK YOU, [DEAD] MONSTERS/CREW”: This is the call to get up from being dead and make your way quickly and quietly back to the Crew Tent or to a pre-designated muster point for more instructions. Put your hand in the air so that the Players will know you are ‘not there’ and they will ignore you. Move quickly and quietly to the muster point, avoiding any game play or interaction that is continuing after the call.

“TIME IN”: If the game has been stopped this starts everything up again.

As Crew you may also have magic spells or other strangeness cast at you by the Players and you should act accordingly. It is normally self-explanatory, but you should do your best to interpret what the Player intends even if it is somewhat cryptic. In general, if a Player is concentrating on you and is doing something odd, try to react to it.

Small Beer

One of the very important and Celtic parts of the game is Hospitality. Players will offer food and drink (particularly drink) to visitors. However, just as we use foam weapons to fight with, there are times when a soft drink, or even water, will do as a phys-rep for alcohol. If you are offered a drink by someone saying something like, 'Drink deep of my mead, friend,' it is a sign that you have been given what they say it is and you should react accordingly.

This is especially applicable to Crew who are, or appear to be, UNDER 18.

Crew Kit

We provide a vast array of weapons, armour, costume, props and masks for Crew. If you are new to crewing, you need bring no more than some stout brown boots and the camping things, food and water you need for the weekend. However, if you become a regular, we hope you can provide some basic kit for yourself – this means at least trousers and tunic (or a dress) that fit 'the look' along with a belt.

Dumnonni strives to have a consistent look and feel for the costumes, props and set dressings. This look is Dark Ages/Ancient Celtic with just a smidgen of fantasy. If you are a history buff, war-gamer or re-enactor you will have no trouble understanding, but if you are used to other more cosmopolitan LARP systems or fantasy table-top, you will need to think carefully about making sure that what you wear fits in. We don't mind if you prefer trousers or frocks but please, no kilts, mini-skirts, or battle-bras. Dumnonni is not Spartacus or Xena, fun as they both are. Natural fibres and colours are best.

See the light-hearted advice from Aethelflæd the Authentic and Damian the Destroyer at the back of this booklet.

In general, if you are not sure what is appropriate, please ask the Ref Team.



Some of the types of Baddies you might be...

Even if you are only doing the fighting encounters, we still need you to do a certain amount of acting. Different enemies behave, look and fight in very different ways and it is up to you to make these differences apparent. During the Crew briefing, these roles will be explained but to give you a rough overview, here is a list of examples of Baddies:

CELTIC WARRIORS: A vast array of different tribes from the friendly to the downright nasty. What runs through all tribes is a deep honour code and a desire to win glory. To this end they are likely to want to fight individually and may well want duels. They will not break their word and despise those who do.

PICTI: These are the wild people of the north. They wear little armour, and cover themselves in tattoos. Though there are a few friendly tribes, most worship dark, evil gods like Crom Cruach. They are very superstitious and are likely to run if challenged by magic. They fight by running around trying to get an advantage, using hit-and-run tactics.

FORMORIANS: These are the sea monsters that serve Balor. They are excessively tough and often wear loads of armour so are very hard to kill. We like to use our bigger crew members, as bulk adds to the effect. They tend to have a very direct fighting style, charging towards their enemies with little regard for personal safety.

TUATHA: These are one of the elder races. They behave much as the Celts do but are also often arrogant and haughty. They wear an eye stripe of woad to show their allegiances. The Tuatha de Domnu wear black eye woading and worship Domnu, the Goddess of Destruction. They are very cruel and warlike, but like all Tuatha still have a strict code of honour.

FIR BOLG (pictured): Another of the honourable elder races. These warriors wear silver and bronze facemasks that give them some magic-like powers. Some are basically good, some follow darker ends, and some are just downright strange.



More Baddies...

THE UNDEAD: Often the dead do not remain quiet and, if you have seen any good zombie movies, you will get how this works – slow lumbering, low moaning etc.

SCOTTI MERCENARIES: These raiders are the exception in a world of honour. These are the backstabbing, thieving, scumbags of Dumnonni.

GOBLINS: Small, deformed creatures who live by obscure social rules. We like to use our smaller crew to play them. Some are friendly, though odd, like the Black Fox tribe. Others, like the Corpse-goose, have a very nasty agenda and are happy to bully and murder. All goblins are natural cowards and will run from a fair fight; to this end the Corpse-goose are adept in the use of poison and their arrows are deadly.

NORSE: These are Vikings. They use loads of armour and have a well-disciplined fighting style. Shield walls and careful following of orders are the standard Viking behaviour. Their view of honour is rougher and somewhat open to interpretation but they consider hospitality and honesty virtues which they 'normally' adhere to.

Among their number are occasional **berserkers**. These warriors are mad with rage, and fight without heed for their own safety. There are special game rules for how much punishment they can take before they are killed.

SAXONS: In many ways they behave and look like the Norse but their view of honour is far more pragmatic. Their regular poor sportsmanship has made them a hated foe; only the Formorians and Romans are more loathed.

As a quick costume point, Saxons tend to wear 'Smurf' hats while Norse wear 'Rus-style' fur-brimmed ones.

ROMAN LEGIONARIES: These are well-armoured and very well disciplined. They are very much at odds with the Celtic world-view and fill the role of alien invaders. Think Romans beyond Hadrian's Wall, or Americans in Vietnam.

THE FAE: These are the people from the 'Otherworld'. They are not cute fairies, but strange and alien creatures who have an agenda often quite outside the understanding of mortals.



Aethelflæd the Authentic

She has learnt well, and wears all the comfy,
authentic gear in **NATURAL MATERIALS AND COLOURS.**

THE BASICS



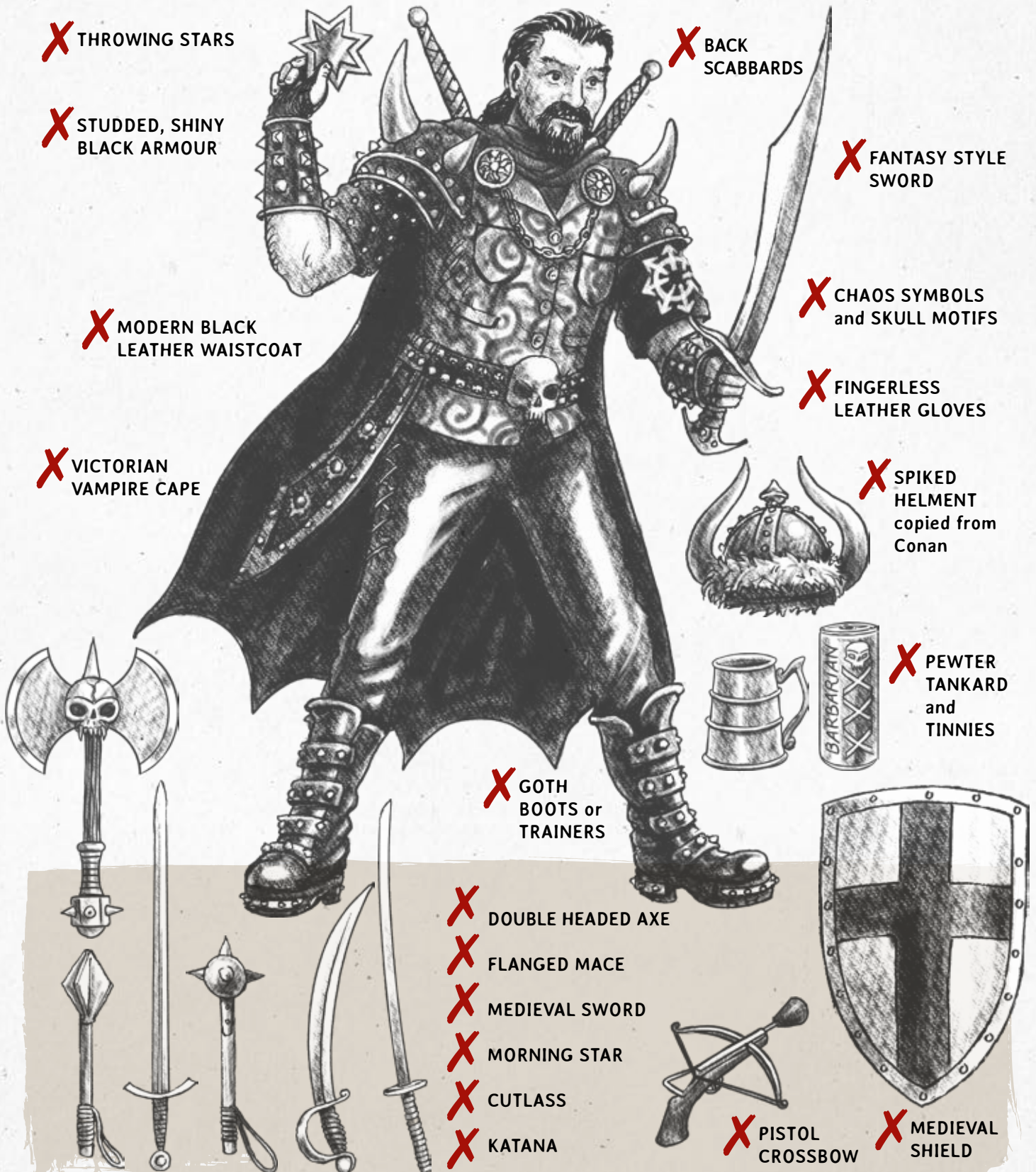
THE EXTRAS



Drawings by Leo Hartas

Damian the Destroyer

He has not heeded our simple guidelines.
This is not right for Dumnonni Chronicles.



Drawings by Leo Hartas



**Thank you for Crewing.
We simply couldn't do it
without you...**

We hope that you will enjoy crewing at Dumnonni and we look forward to welcoming you back time after time.

If you have any questions, please contact Ref Dumnonni on Facebook or email crew@dumnonni.com

For much more detail and an extensive gallery of photos take a look at our website: dumnonni.com

And for more Crew Woo, visit the DC CREW ONLY group on Facebook.



Illustration from an image by Ian Rogers