

 dumnonni
chronicles



CREW GUIDE

(2026 edition)



WELCOME TO THE CREW!

We hope that you are reading this because you want to be part of the much-loved mythic Celtic LARP we know as Dumnonni Chronicles.

This is one of a suite of documents written to help you understand what we do, which include:

- A Crew Guide (this very document!), an overview of everything you need to know about crewing at Dumnonni.
- Dumnonni Out Of Character Guide, covering safety rules and other things you should know about how Dumnonni runs.
- A Conduct Policy, which sets out our expectations of attendees' behaviour at Dumnonni.
- An In Character Booklet, featuring in-world story and plot, acting as an overview of the themes of each event. We generally do a big froth booklet for Outlore (our May Day event) and smaller froth flyers for each of the other events.

For Crew, all of the above are important to read!

If you've played or crewed at other systems, welcome! We do things a little differently here - please read the following carefully.

If you've been to Dumnonni before, this guide can be seen as an important reminder of what we expect of you.

Read and enjoy! If you have any questions, just ask a Ref (Referee), and they will explain.



WHAT DO CREW ACTUALLY DO?

People who Crew at Dumnonni - in fact, all LARPerS - enjoy different aspects of the game. As long as you like at least one of the following, you will have fun:

Fighting

Theatrical, mythic-feeling combat is a huge part of Dumnonni, and many Crew come to our events just for this. You could think of yourself as a stunt-person, out to die dramatically to make our Players feel epic. See the Combat section below for the rules for Crew Combat.

(see also the 'Fighting Safety and In-Game Calls' section of the Out of Character Guide)

Acting

At its heart, roleplaying is exactly that - playing a role like an actor on a stage. As a member of the Crew, you will have the opportunity to play speaking roles from a whole host of Non-Player Characters (NPCs), for example a humble Celtic errand-runner, a Saxon sea-raider with a terrible secret, or one of the elder races - fearsome Fomorians and mysterious Fir Bolg - as well as a plethora of other characters drawn from real-world myth and imagination.

Magic

Magic is known at Dumnonni as 'Wyrd', after the Old English word for fate or destiny. Unlike the flashy, prop-based magic found at some other LARP systems, Wyrd could be likened to a collaborative bit of improv theatre, and is a great chance to really flex your sense of drama and spectacle! See the Wyrd Use section below for more info on Crew reactions to Wyrd.

Helping

Dumnonni is run entirely by volunteers, and as a result there are always things that need doing! If you'd rather work behind-the-scenes to help us make Dumnonni as immersive and engaging as possible, you could find yourself assisting Crew with makeup before a battle, helping important NPCs get dressed in their Dark Age finery, or simply tidying away the vast amount of high-quality kit provided for the Crew.

This is often the most overlooked part of crewing, and can be a great deal of fun! See the Backstage section below for more about this vital cog in the Dumnonni machine.

Feasting and Drinking

In the Celtic world of Dumnonni Chronicles, feasting and showing hospitality - to friend and foe alike! - is an important part of daily life. As a result, there will be opportunities to eat and drink in character in the fort of Culhaven - you will be given a simple NPC role with fewer responsibilities so you have an excuse to be amongst the revellers.

Please note that it's not expected that the Players will ply you with their best food and drinks (see the section in the Out of Character Guide about 'Small Beer' for more details), so please take your own goodies to feast on (and share) if you're so minded!

It is also important to remember that there is a strict 'no underage drinking' policy in place at Dumnonni Chronicles!"

COMBAT

(All Players or Crew must have attended 'Jasper's School of War' before fighting at Dumnonni. See below for more details.)

Firstly, Dumnonni isn't a sport!

The fights are not fair by design. The joy of crewing is not 'winning', but instead adding to the fun of the Players (who pay real money for the privilege).

A good way to think of it is to imagine that you're an extra in an epic movie. Looking fierce - and dying dramatically! - is what counts.

You may think we're labouring this point, but these are important tenets to bear in mind when reading the following Combat rules.

Hits

'Hits' represent the maximum number of times a character or creature can be hit - struck with a weapon - before they fall down dead.

Total Hits are based on the type of creature, as well as the type of armour they are wearing. A Ref or Encounter Leader will usually tell you how many hits you will have for an encounter, but the table below is a quick guide to this system:

1-2 hits	Unarmoured human.
4	Lightly-armoured human warrior (this is the default for most encounters).
6	Heavily-armoured human warrior, e.g. Roman legionary or Norse warrior in chainmail.
8	Fomorian
10	Heavily-armoured Fomorian champion

It is not expected that you will normally reach this maximum!

Dumnonni combat is theatrical, dramatic, and heroic - it should be possible (although difficult) for a Player Character to kill a monster or NPC with one particularly mighty blow!

Unless you are a particularly tough monster (i.e. you have been explicitly told as much by a Ref), then the following rules on Heroic Combat apply:

- If you are hit with a dramatic two-handed blow, fall over.
- If you are hit squarely on the body with an arrow, die.
- If you are 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.
- Always react to being hit by flinching, groaning, falling down, etc. Create a realistic feel during combat - swords are dangerous, spears are deadly!
- New Crew members should take their lead from the more experienced Crew

JASPER'S SCHOOL OF WAR

New Crew members - even those that have crewed at other LARP systems - cannot fight at Dumnonni until they have attended Jasper's School of War.

Attendance is compulsory, and it 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, for Players and Crew alike.

Lessons start on Saturday morning, usually around 10am.

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 safely.

You will be taken through a series of exercises starting with fundamental combat techniques, such as 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 understand the basics of fighting realistically and safely, making the event experience better for everyone involved!



WYRD USE

In the world of Dumnonni Chronicles, all magic - whether that means the strange distance-blurring mists used by the Fir Bolg, an incantation by a priestess that calls to mind a vision of the gods, or the mysterious force animating an undead foe! - is called 'Wyrd'.

At the most basic level, Players will use Wyrd to cast "spells" at you by getting your attention and indicating what they expect the spell to do to you.

This might be explicitly spoken - think "you shall not pass!" - or more abstract and physical, e.g. the snapping of a twig to indicate some kind of bodily harm, or a gesture indicating shoving to drive you backwards.

Hopefully it will be clear what they are trying to achieve!.

React to the spell in as cool a way as you can manage. For example, if a Wyrd-user demands that you fear them, act terrified!

Wyrd-users only have limited use of most magics, so you should strive to make them look good with your reactions. If you are at all unsure, then over-reacting is far better than under-, or worse still, no reaction at all!

Wyrd should always be theatrical!



BACKSTAGE

Lots of the organisation of LARP events happens out of the view of the Players, and away from the main action. At Dunmonni, most of the 'backstage' tasks happen at one of these important locations:

The Crew Shed

This big, wooden shed is the store for our kit and is also the place to assemble when we do a Crew Call (summon Crew for encounters).

Therefore, this is the place to come if you would like to do some roleplay. A Ref or Helper 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 keen Helpers to make you look awesome. We hope you will enjoy being transformed!

Our kit is organised to make your costume changes easy and efficient. Dumnonni has a vast number of costumes, weapons, props etc., so keeping the Crew Shed organised is a full-time job at an event. To help us work efficiently, please don't rummage around in the kit boxes.

Please only take Crew kit and weapons if a Ref or Helper has told you that you need them for an encounter. When returning kit and weapons to the Crew Shed, a Ref will normally be on hand to advise you, but if not please group kit together - swords with swords, spears with spears, belts with belts etc. - in neat piles out of any rain. Latex weapons do 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 Helper when you return to the Crew Shed.

Makeup Area

Adjoining the Crew Shed is a smaller area where the various face-paints and other cosmetics are stored, as well as where they are applied by our enthusiastic Helpers.

You will be told if you need 'woad' (war-paint or other markings) for a particular role. If you're unsure, please ask a Ref!

The Ref Tent

This is the nerve centre of Dumnonni. The Refs do most of the plotting and event planning inside, 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. Unless it's an emergency, please don't disturb the Refs at this time!

Come to the Ref Tent for urgent assistance, First Aid, and other Health and Safety situations. There will normally be a Ref present, but please bear in mind that due to the various demands of running an event, they may be found elsewhere. In this instance, someone nearby will almost certainly know where one can be found.

Note On Timings

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 fun will be happening!

10am - Crew Call: This is when we will be kicking-off the action for the day. 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.

BEING GOOD CREW

Conduct Policy

Everyone who attends our events agrees to read, and be bound by, our Conduct Policy. If you have any questions to help you understand the Policy please contact Ref Dumnonni on Facebook, or email info@dumnonni.com

The Policy document can be found [here](#)

Intoxication

We are not puritans, but over-indulgence hampers all aspects of play at Dumnonni.

Drunk people are often less good at roleplaying, and are unsafe to fight. Hangovers keep Crew in their sleeping bags, and they miss out on the fun of events the following morning.

With these things in mind, please be responsible about alcohol use.

From a safety standpoint if you are not safe to drive, you must avoid combat.

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

Illegal drugs are not permitted anywhere on site.

Participation

We understand that over-indulgence in drink, lack of sleep, and bad weather all have an effect on Crew enthusiasm and morale...! If you are struggling to emerge from your tent, please make an extra effort.

While we don't want to work you ragged, please put in as much effort as you are able to - the more that Crew are involved, the more fun everyone has!

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

REFS

For a more comprehensive description of who the Refs are and what their responsibilities are, check out the Dumnonni Out Of Character Guide. However, here are some Crew-specific roles you should understand:

Encounter Ref

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

Player Ref

This is the Ref (or Refs) currently embedded amongst the Players;. They monitor what is going on in the In Character areas, so it is very important to do what they ask you to do.

Welfare Refs and First Aid

When something goes wrong out of character, whether it's upset, injury, or bad behaviour, the Ref Team will act to resolve the situation quickly and be sensitive to the needs of those affected.

Any Ref can point you towards the appropriate help, but in particular Nathan, Esther and Evie are designated Welfare Refs.

First Aiders will be identified at the briefing before Time-In at an event. For more info on timings, see the 'Dumnonni Out of Character Guide'.

CREW KIT

We provide a vast array of weapons, armour, costume, props and masks for our Crew! If you are new to crewing, the only costume you need to bring are some stout brown boots. However, if you become a regular, we hope you will acquire some basic kit for yourself. This means at least trousers and tunic (or a dress) that fit the Dumnonni aesthetic, along with a leather belt.

Dumnonni strives to have a consistent and immersive look and feel for its costumes, props and set dressings.

This look is 'Dark Ages and Ancient Celtic (with just a smidge 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 games, 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 Game of Thrones or Xena: Warrior Princess, as fun as they both are!

As a general rule, natural fibres and colours are best.

If you are unsure, ask a Ref!

For more costume advice, consult 'Aethelflæd the Authentic' (our role-model for basic Dumnonni kit) and 'Damian the Destroyer' (a light-hearted example of what's not appropriate!), found at the back of this booklet.



NPC ROLES

Even while playing the role of a warrior, 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.

These roles will be explained before each encounter, but what follows is an overview of some of the folk - heroic or horrible - you might be called on to play:

Honourable Foes of the Free Peoples

Celts: Whether this is one of the good-natured tribes local to Culhaven, or a war-band out for blood, all these folk share a strict code of honour, and a desire to win glory!

To this end they are likely to want to fight individually and may well want honour duels against worthy opponents. They will not break their word and despise those who do!

Tuatha (de): Meaning "The People (of)", these groups are one of the elder races of Celtic mythology. They behave much as the Celts do, but are also often arrogant and haughty.

They wear a stripe of woad across the eyes to show their allegiances. The Tuatha de Domnu wear black eye woad and worship Domnu, the Goddess of Destruction. They are very cruel and warlike, but like all Tuatha still have a strict code of honour.

Formorians: These are the legendary enemies of the Tuatha de Danann, and sea-monsters from Celtic myth.

They are extremely tough and often wear loads of armour, so are very hard to kill. While they are honourable, they tend to have a very direct fighting style, charging towards their enemies with little regard for personal safety.

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



Raiders, Outsiders, and the Otherworldly

Saxons: Sea-wolves, traders, and warriors from across the sea. While some of these warbands are more respectable than others, their version of what passes for honour is far more 'pragmatic' than the strict Celtic system.

As a result, their regular poor sportsmanship has made them a hated foe, and their word is seldom trusted by the Free Peoples.

Norse: Longship-sailing raiders and hard-armed warriors from the North. They wear loads of chainmail armour and have a well-disciplined fighting style. Shield walls and careful following of orders are the standard Norse behaviour.

Their view of honour is rougher and somewhat more flexible than the Celts', but they consider hospitality and honesty virtues which they (normally) adhere to.

(as a quick costume point, Dumnonni's Saxons tend to wear Phygrian 'Smurf' hats, while Norse usually wear 'Rus-style' fur-brimmed ones)

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.

Scoti: These mercenaries and raiders are an exception in a world of honour. More so even than the Saxons and Picts, Scoti employ backstabbing underhanded tactics, leading them to be a universally-hated foe!

Romans: Usually encountered as part of a lost Roman legion, these professional soldiers are well-armoured and very disciplined.

They are very much at odds with the Celtic world-view, and fill the role of alien invaders.

The Undead: In the mist-shrouded lands of Dumnonni, the dead do not rest easy! If you have seen any good zombie movies, you will understand how the various kinds of undead work: slow lumbering, low moaning, etc.

The Fae: Not cute fairies, but strange and alien creatures who have an agenda often quite outside the understanding of mortals. Some of them dwell in a mysterious Otherworld that overlays the land of Dumnonni, while others live in mounds and strange forests. All of them are dangerous.



Aethelflæd the Authentic

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

THE BASICS

SPEAR with soft tip for thrusting - the first choice of weapon for all warriors

WOOL CLOAK of simple rectangle or semi-circle in natural colours

LONG WOOL TUNIC or heavy natural linen or cotton in natural colour

BROWN LEATHER POUCH (optional)

LEATHER BOOTS or **SHOES** in a reproduction style OR plain brown **WALKING BOOTS**

All weapons must be **LATEX, LARP SAFE.** If in doubt, get a Ref to check.

CLOAK PIN or **BROOCH**

BROWN LEATHER BELT with plain or reproduction buckle

TREWS in wool or heavy natural linen or cotton, checked or plain, natural colours

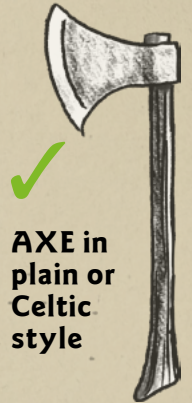
THE EXTRAS



✓ **HELM** in plain Celtic style



✓ **HELM** in Viking style



✓ **AXE** in plain or Celtic style

✓ **VIKING, CELTIC** or **SAXON** swords for posh or lucky people

✓ **DRINKING HORN** or earthenware cup



✓ **CELTIC SHIELD**

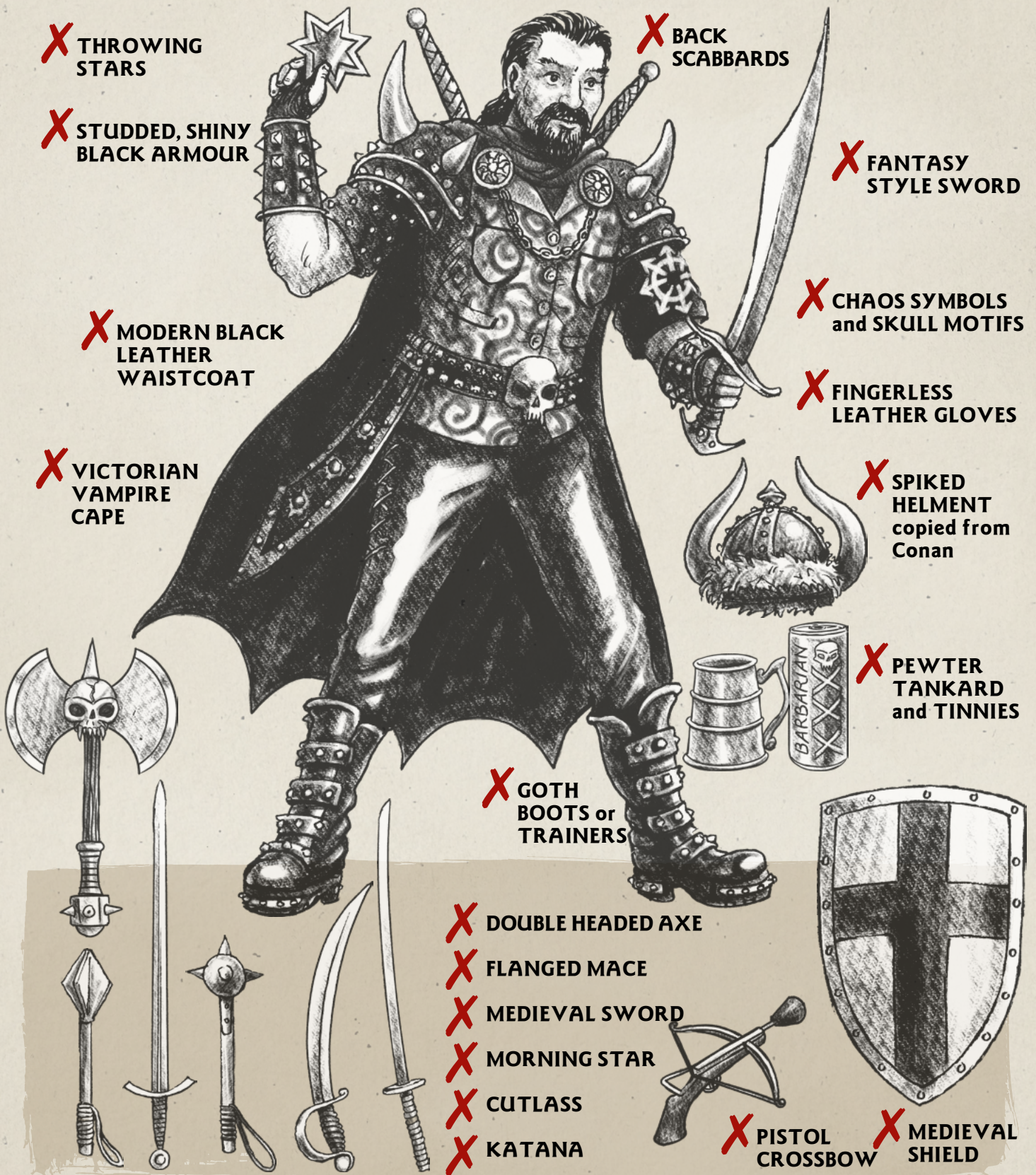


✓ **VIKING, SAXON** or **DALRIADA SHIELD**

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

CONTACTING US

Website <https://dumnonni.com/>

Discord

Facebook

For event updates, news about the game, and other official updates, follow **our page**

To get involved, join the **Dumnonni Chronicles - Community Group** at

There is also a dedicated **Facebook Crew page**

To contact the Ref Team via Facebook, friend request and/or message **'Ref Dumnonni'**

Email

For Player bookings, and questions relating to them, should be addressed to

bookings@dumnonni.com for all other enquiries, please use: **info@dumnonni.com**

THANK YOU FOR CREWING!
We couldn't do it without you!

