



 **DUMNONNI**
CHRONICLES

Out of Character Information
(2026 edition)

WELCOME!

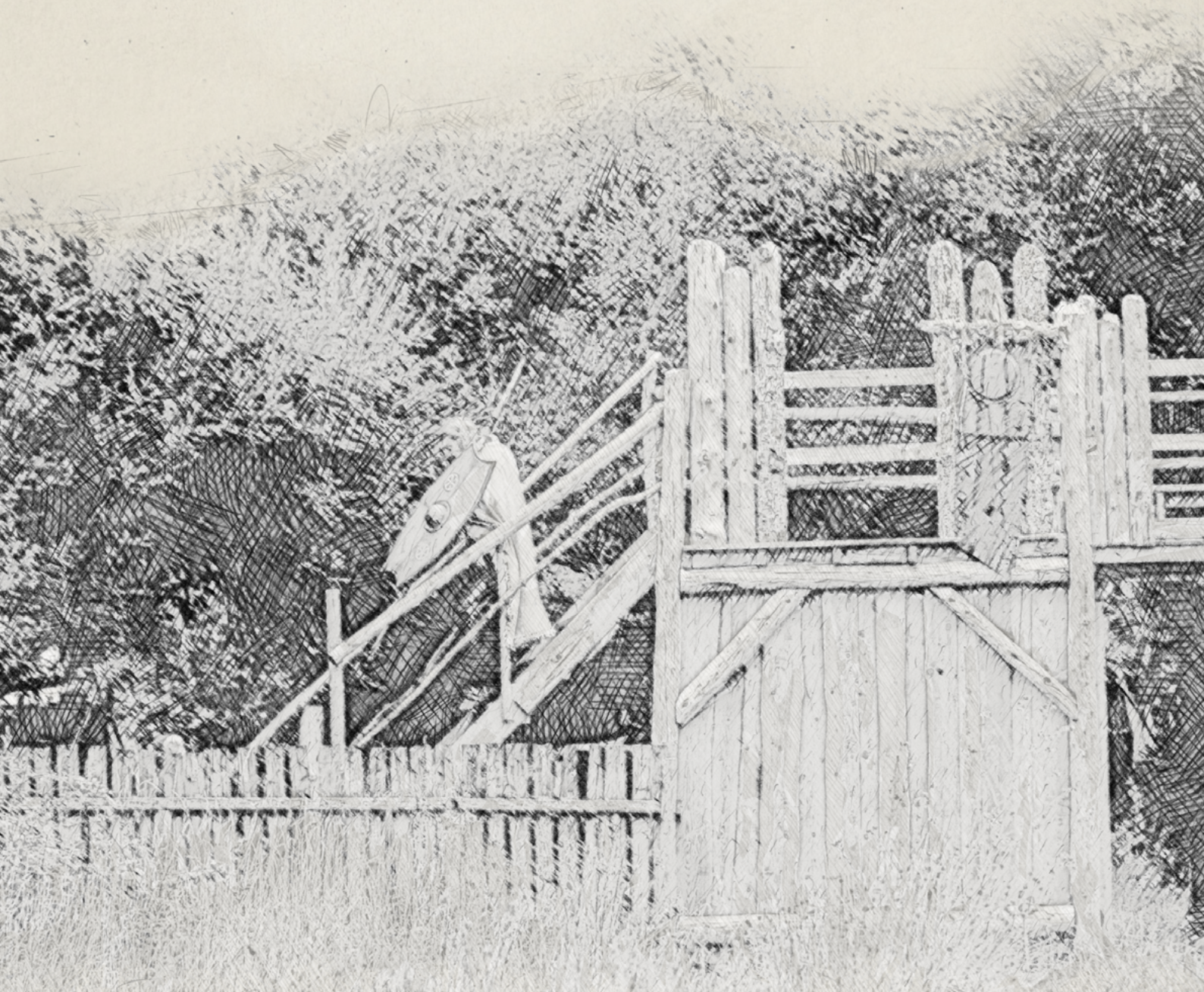
We hope that you are reading this because you want to be part of the much-loved mythic Celtic LARP we know as Dumnonni Chronicles.

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

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

If you are new to Dumnonni please read all of these (you can skip the crew guide if you are playing). Even if you are a grizzled veteran, you should refresh yourself - the rules are always evolving in response to feedback!

A more in-depth guide to Dumnonni's rules, plot, factions, and ethos, with beautiful illustrations and wise commentaries is available for purchase [here](#).



ROLES WITHIN DUMNONNI

Dumnonni is run entirely by volunteers!

At events, you will see people taking on many different roles behind the scenes. The most important distinction is between **Refs, Guest Refs, and Helpers**.

Refs and Guest Refs present at the event will be introduced at the brief and listed on the notice board.

Refs (Referees)

Refs are responsible for the safe and smooth running of the event. They oversee rules, plot, encounters, and welfare, and make final decisions when something needs resolving.

If you have a welfare concern, whether it's for yourself or in relation to something you have seen, please find a Ref immediately.

This includes, but is not limited to:

- Unsafe or dangerous combat.
- Inappropriate behaviour.
- Injury, distress, or anything that feels "off".

Refs are here to help! Please do not try to deal with welfare issues yourself.

Though any Ref might be able to help with a welfare issue there are **three designated Welfare Refs**: Nathan, Evie and Esther.



ESTHER



EVIE



JASPER



JOHN (GOFF)



MATT



NATHAN

Guest Refs

Guest Refs join the wider Ref team to help run a specific event or plot arc. They support encounters and scenes, and help keep play safe and enjoyable.

If a Guest Ref is the closest person to you when a welfare concern arises, speak to them - they will involve one of the wider Ref Team and ensure the issue is handled correctly.

Helpers

Helpers support the running of specific parts of the event. Please follow their instructions within their area of responsibility.

Helpers do not handle welfare or rules issues. Any concerns will be passed to a Ref.

Helpers may include, but are not limited to:

- **Crew Wrangler:** supporting crew, organising 'crew calls' (summoning groups of crew for encounters or other roles), and keeping an eye on crew morale and wellbeing.
- **Make-up Support:** overseeing the make-up area and supplies.
- **Build Coordinator:** site maintenance, builds, and site safety.
- **Encounter Leader:** running a specific scene or plot thread, monitoring the encounter mood, combat safety, and player response during specific encounters.

JOINING THE CLUB AND CREW EVENT REGISTRATION

For insurance reasons it is important that everyone at our events has joined the club, this can be done by filling in our **Club Registration** form.

Likewise, it is important for us to know who is attending each of our events. To facilitate this with minimum faff, please can all Crew* fill in our **Event Registration** form each time they are planning on coming to an event.

(*Players need not register for each event as by booking on to play you have by default registered that you are going to be at our event.)

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

While it is possible to register you at an event if you cannot register online for some reason, the Ref Team will be very busy getting all the fun stuff sorted, so it would be much appreciated if you can register in advance.

FIGHTING SAFETY AND IN-GAME CALLS

THIS IS THE MOST IMPORTANT PAGE IN THE BOOKLET - PLEASE READ AND LEARN IT

As this is a physical event where - if you partake in combat - you are likely to hit others and be hit with, foam and latex weapons, so safety is paramount. The weapons and props used are padded, so, as long as the rules below are followed, no one should get injured.

Combat Safety Call: 'Man Down!'

The Call of 'Man Down!' means a real injury has occurred. If you hear it being shouted, **shout it yourself** until the action has stopped.

On hearing 'Man Down!', players and crew cease all in-game action immediately, and a First-Aider assesses the situation. The game does not start again until a Ref calls "Time In" (see below).

Other In-Game Calls

"Time Freeze!" temporarily halts the game, and Players have to close their eyes and stay still (this is mostly used to allow an instantaneous magic-like effect).

"Thank You (Dead) Monsters/Crew!" signals to Crew whose characters have been killed by the players to get up, stick one hand in the air to show they're not in-game, and head quickly and quietly back to either the Crew Tent or a pre-designated muster point for more instructions.

Keep interaction with ongoing play to a minimum, unless for example it would be dangerous to take a different route.

"Time In!" restarts the game if it has been stopped (e.g. by "Time Freeze!" or "Man Down!").

"Time Out!" signals that the game has ended. Usually only called at the end of an event, but might be called if the game needs to stop to sort something out. If you have an urgent wellbeing or safety issue, use the "T" hand gesture to signal that you need to discuss something out of character, which should be done away from continuing roleplay (more detail is given on this in the conduct policy).

Combat Safety Rules

- Do not use any weapons, particularly bows and Dane axes, without safety training. If you are a new - Player or Crew - you must attend Jasper's School of War before fighting at Dumnonni!
- 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 (i.e. that it has a collapsible tip made of softer foam - this is usually only the case for spears, arrows, and javelins).
- Avoid head or groin blows. In the midst of combat some may happen by accident but never intend them.
- No grappling or body-checking - you cannot pull the blow from using your weight as a weapon. This includes barging into people with your shield!
- No fighting while drunk or under the influence of other drugs (which are not permitted at Dumnonni!).
- Keep well hydrated.
- If you feel unsafe for any reason, putting your hand above your head means you are "no longer there" in-game, and no one should pay you any more attention.

In addition to the above, always listen to the Refs when they explain safety rules applicable to special circumstances, e.g. night fighting, fighting near water, etc.

INTOXICATION

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

Drunken people are often less good at roleplaying, and are unsafe to fight. Hangovers keep people 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.

To allow people to relax in the evenings we will indicate there will be no more big fighting encounters by putting up the "Beer Shield" on the inside of the main gate.

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

Illegal drugs are not permitted anywhere on site.

EVENT RUNNING ORDER

Our events are normally centred around one of the Celtic festivals: Beltane in May, Lughnasa during the summer event, and Samhain at the Autumn event.

These often include a celebration night with rituals, pot-luck style feasting, and themed plot events.

For our purposes, the in-game night of these festivals is Sunday night of Outlore, the May Bank Holiday Beltane event, and Saturday night for all other events.

There will be a **Briefing** at the Crew Shed on the Friday night of all events, at around 7:30pm (subject to event setup). Attendance to this briefing is expected of all attendees!

"Time In!" will be confirmed at - and follow shortly after - the briefing.

Friday evening will normally be about meeting old friends, learning about what jeopardy awaits the players during the event, and planning (both by the player characters, and by the Ref Team!).

"Time Out!" will be called at 1pm (ish) on Monday, with Debrief at 1:30pm (ish)

Apart from this, the shape of the rest of the event is either a surprise or will happen due to player-led decisions!

Also...

There will be fighting.

There will be shouting.

There will be feasting and quaffing.

There will be musicians, storytelling, and dancing.

There will be shouting.

There might even be moments of great pathos.

The rest is up to you...!

Did we mention the shouting?

IN CHARACTER AREAS (particularly Culhaven, the village itself)

The Look

Dumnonni prides itself on trying to keep the time-in areas free from anything modern. Never go into the fort during Time-In unless you are in appropriate period kit.

Please keep all of your 21st century stuff hidden at all times (use an authentic-looking “booze-bag” for modern bottles) and do things like smoking out of view of other participants.

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.

Camping in the Fort

In character camping space in the fort is **extremely limited**. Bookings for tent camping in Culhaven will open approximately a month prior to an event - keep an eye on Facebook, Discord, or the Dumnonni website. For all in character camping enquiries, including booking, email Enka at dumnonni4@gmail.com

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! Voices carry farther than you'd think, and it has been a problem in the past.

Fires

Fires 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 can be found in one of the ref huts, please find a Ref to assist. There is also our main one in the Crew Shed.

'Small Beer'

An especially important and very Celtic part of the game is hospitality. As well as forming part of an honour code mandating how visitors - even enemies! - are treated, it is also about being generous and welcoming to a guest!

A big part of this is the offering of food and drink to visitors to your camps. However, we understand that there is sometimes a dissonance between you - the Celtic Warrior willing to share the last drops from your horn - and the 21st Century player who isn't obliged to ply the Crew or other players with drink.

To this end, and because it is a fine thing to be able to offer a beer, here is a suggested solution:

Just as we have foam props taking the place of steel and bronze weapons, there are times when a soft drink or even water will do as a stand-in for alcohol.

Offering an NPC a horn while saying something like, 'Drink deep of my mead, friend!' is a hint to Crew that they have been given what you describe, and to react accordingly.

Woad on Woad!

Due to the conflict-ridden nature of our game world, it is possible there may be some Player versus 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.

One of the guiding tenets of Dumnonni is 'Do what someone in the world would do, not what is easiest.' So, if Player versus Players fighting does break out we would just like to say be mindful to play by the rules.

OUT OF CHARACTER AREA (AKA The Plastic Camp)

Noise

Please be quiet after midnight; we all need sleep (especially Nathan!).

We are happy for people to stay up as late as they like but please bear in mind sound travels easily and tents do not make good barriers.

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

Campfires

We have Crew fire pits available for everyone to gather around when not roleplaying. The main one will be outside the Crew Shed.

If you wish to have your own OOC fire you will need to provide your own wood. Fires must be raised from the ground on a metal platform at least a foot off the grass.

The field is prime grazing, so please speak with a Ref to approve your fire before lighting it.

GETTING TO THE SITE

You are welcome on site **after 2pm** on Friday. 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 on Facebook to discuss times. This is to allow for an easier set up for the team on the ground. We appreciate your understanding with this.

The '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 (this has a curiously 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.

Car Parking

At the smaller events this is not an issue but at Outlore camping and car parking space are 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.

WHAT YOU NEED TO BRING WITH YOU

Camping

You will be camping for the whole weekend, bring all the things you need to do this. (Remember extra tents pegs and spare socks!)

Water

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

Food

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

Toilets

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.

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 are welcome at 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 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 for a large number of reasons. In particular, children are drawn to pretend violence and if you do not stop them they will try to join in and be at great risk of getting trodden on or crushed.

Our players do not want to actually hurt each other and would be mortified to hurt your child because they were in the wrong place and 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, please contact us through the bookings email in advance. Children are not generally encouraged at events other than Outlore as there is even less they can participate in.

In summary:

- 0-14 years old: Can come with a parent/adult, but may not fight or be allowed near a battle, and must have full time 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. You can do daft things and it is 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 this is unavoidable, please contact the Refs to discuss (see 'Contact' below).

In the event that you bring a dog to Dumnonni:

- 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**.

EVENT SETUP AND PACK-DOWN

How You Can Help!

In order for these events to work, the Refs need your help! We need people willing to move/chop wood, put up lanterns, help shift Crew kit, etc. If you can commit to helping us, please let us know in advance so we can plan the jobs.

Please don't arrive until the Friday of an event. We make an exception for people who travel a really long way (e.g. some of our Dutch friends) to join us, but please contact us if you feel you fit into this exception. On top of this please don't arrive before 2pm unless you are going to help with the event setup. As much as we would love to catch up with everyone, we will be busy and do not need distractions.

The end of an event is always the hardest part for us. We really appreciate that this is the point when you are at your most tired but - as much as we love running events! - there is no pleasure in the take-down for us either.

Giving us just an hour of your time means we don't have to be on site until after dark (or the next day). We are working on comprehensive lists of jobs in the hope that we can help you to help us!

If you can plan to leave a little later and give us that help it will be much appreciated.

'TAKE YOUR RUBBISH HOME!'

This is affectionately known as the first rule of Dumnonni...!

Please keep your camps tidy and put all rubbish securely away. If rubbish from elsewhere blows into your camp, please put it in your rubbish bag.

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

BETWEEN EVENTS

We do build/prep work on the site throughout the year, particularly in the run-up to events. If you have any spare time to give to help out with that work, that would be awesome. All builds and other preparations will be advertised on our Facebook group (see below).

In particular, on the weekends before events, we hope to get enough people to help put up the big tents and do other prep to make setup on the day of the event easier!

BEHAVIOUR

Everyone who attends our events agrees to be bound by our Conduct Policy, which you can find [here](#).

Please ensure you have read the Policy document. If you have any questions about the Conduct Policy, please contact Ref Dumnonni on Facebook (see below).

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**

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

BE SAFE, HAVE FUN AND ENJOY THE EVENT!

(Oh, and take all your rubbish home!)

