



# THE HOUSES OF MILITUM

## House Venatores

**LEADER: BJORN BLOODBRINGER**

**FOCUS: MILITARY & COMBAT**

Through tournaments & training, our collective goal is to put the best fighters onto the field & grow the community therein.



### ACTIVITIES:

Knife Tournament, Weapons Training, Quests through the week



## House Mysterium

**LEADER: TENEISSA ALDERRON**

**FOCUS: FAITH & MAGIC**

House Mysterium's focus is on the exploration of the Faith and Magic spheres.

### ACTIVITIES:

Aside from a meet and greet at the beginning of the week, I have a quest planned out, with the intensional of giving the House members as many opportunities to meet representatives to as many of the faith and magic spheres as manageable, and closing off the week with a small ceremony to bring the quest to an official, tidy close.



## House Ferox

**LEADER: VALKYR 'MEAT'**

**FOCUS: ROLEPLAY & CAMMARADERIE**

House Ferox is mainly roleplay and fostering camaraderie among Militum and other guilds. For those who wish to be involved in inter-guild events and work more on their roleplay skills. But, Also guild members who love to motivate and inspire joy in those around them.

### ACTIVITIES:

We will be:

- Hosting a ceremony
- Lead in chants to and from battle
- Sing around the fire
- Being involved in cross guild events





# House Fletcher

**LEADER: LEYLANDI**

**FOCUS: REVELRY & CAMARADERIE**

House Fletcher offers Revelry & Camaraderie through Service to Guild and Kingdom We believe that when we join together in celebration and service: A Tankard Raised is a Friend Made!

## **ACTIVITIES:**

House Fletcher is a service house so there will be some division of tasks amongst the group throughout the week as we weave our magic for the guild and beyond to enjoy. Many hands make light work so if you find joy in being of service, there will be plenty of opportunities for roleplay, creativity, memories and fun.

