

House Volant Handbook



Handbook Version 2.0

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About the House

House Volant is an inclusive society comprised of those who wish to excel martially and artistically in the endeavors of living history and medieval reenactment sports. We emphasize camaraderie, medieval-fantasy aesthetic, and honorable conduct. We are not based on any medieval culture or fantasy literature, but we are fiction of our own. We encourage creative minds to add to the lore of House Volant, but it is by no means an expectation. Fighters with no desire to roleplay are just as welcome as those who do. What matters most finding prospective members whose personality is a good culture fit within the house.

Getting Started

So, you have heard of House Volant, perhaps through a friend or online, and you are intrigued. What next? You should read through this handbook to get a better feel for the way the House operates. Then you should seek out one of our members and express interest. They will introduce you to the rest of the unit, and you will be encouraged to join us in our camp, partake in our campfires, and fight with us on the field. After a few fights and some cold drinks, you should have a much better understanding of our culture and ideals, and then can make a better decision regarding our unit. If you feel that House Volant would be a good home for you, let us know and we will help you on your path to joining the House.



The Sigil & Heraldry

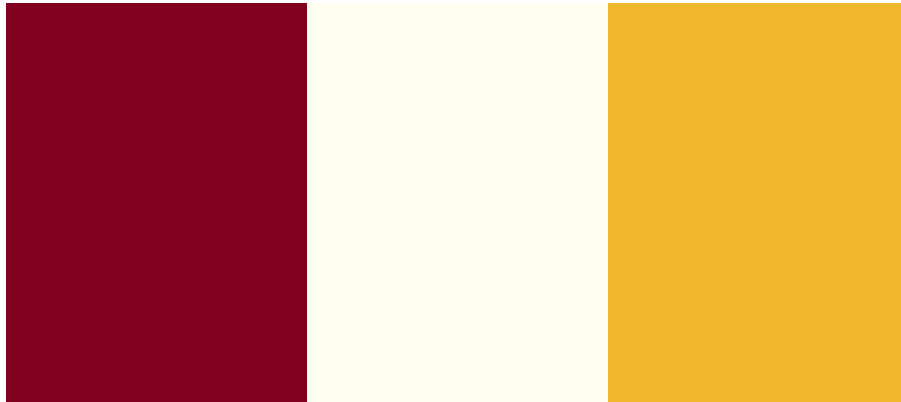
One of the most important aspects of any unit is its sigil, as this is how others recognize the unit you fight for. The sigil of House Volant is a white gryphon on its hind legs with its wings spread. For most creatures in heraldry this attitude would be considered “rampant”, but a unique attitude “segreant” is applied to four-legged winged creatures (such as a gryphon).

The heraldry of House Volant is *an argent gryphon segreant on a sanguine field*.

In most cases, the gryphon should face left, as pictured here in the handbook. When painted on a flag, the gryphon should face toward the flagpole so that while marching, the gryphon is always facing

forward. Similarly, if emblazoned on a knight's right side (such as on a spaulder or on a left-handed fighter's shield), it is acceptable for the gryphon to face right (so that it is facing forward). Additionally, it is also acceptable to display the gryphon *combatant* a second gryphon (an attitude meaning facing another creature). In summary, the gryphon should always face left, face forward, or face another gryphon.

The primary colors of House Volant are Oxblood (#800020), Ivory (#ffff0), and Gold (#f1b82d), though the white gryphon can also be portrayed as pure white (ffffff).



Our Ideals

Loyalty, valor, honor, and glory; these four ideals are our guiding principles and the qualities we look for in any recruit. You will find them a common theme, present in many of our ceremonies.

Loyalty

Faithfulness to something to which one is bound by pledge or duty

First and foremost, we value our fraternal bonds, as these are the building blocks of our society. You will only get out of the house as much as you put in, and we all strive to put the needs of the group above those of our own. Loyalty is first displayed in our induction ceremony when a recruit swears the *oath of fealty* to lord and house. It is then further reinforced by our traditions, which are passed on through the path to Maester or knighthood.

Valor

Strength of mind and spirit that leads to great courage in the face of danger, especially in battle

Valor is found in our numbers, in our teamwork, in our individual prowess, and in our accomplishments as a unit. House Volant is dedicated to the constant improvement of our abilities both as an individual and as a unit. We are continually looking for new ways to have an advantage on the battlefield, be it through new fighting techniques, different formations, or better gear. We encourage our fighters, our bards, and our craftsmen to compete in tournaments to display their accomplishments.

Honor

A keen display of ethical conduct which brings respect

We expect that all members, from the newest recruit to the lord of the house himself, will conduct themselves with dignity and respect before all else. Our standards demand impeccable honor on the battlefield. Additionally, those who have attained the rank of Maester or knight should be treated with the honor they deserve.

Glory

Marked by beauty, resplendence, prosperity, or achievement

We of House Volant are proud of our unit as well as our personal accomplishments. We display this by our well-crafted and consistent medieval aesthetic. We encourage research into the arts and sciences of medieval history, replicating and improving as we are able. For this reason, our garb standards are much higher than most other units, as we constantly encourage all our members to improve their kits.

Victoria Omnimodo

Our house words, *Victoria Omnimodo*, the Latin phrase meaning “victory at all costs” are an homage to the famous speech, *Blood, toil, tears, and sweat*, spoken by Prime Minister Winston Churchill to House of Commons, May 13th, 1940:

I have nothing to offer but blood, toil, tears and sweat.

*We have before us an ordeal of the most grievous kind. We have before us many, many long months of struggle and of suffering. You ask, what is our policy? I can say: It is to wage war, by sea, land, and air, with all our might and with all the strength that God can give us; to wage war against a monstrous tyranny, never surpassed in the dark, lamentable catalogue of human crime. That is our policy. **You ask, what is our aim? I can answer in one word: It is victory, victory at all costs, victory in spite of all terror, victory, however long and hard the road may be; for without victory, there is no survival.** Let that be realised; no survival for the British Empire, no survival for all that the British Empire has stood for, no survival for the urge and impulse of the ages, that mankind will move forward towards its goal. But I take up my task with buoyancy and hope. I feel sure that our cause will not be suffered to fail among men. At this time, I feel entitled to claim the aid of all, and I say, "come then, let us go forward together with our united strength."*

— Prime Minister Winston Churchill

On the battlefield, we give our all to secure victory. We look for every advantage we might gain over our enemies to vanquish them, but we always do so within the rules and boundaries set forth for the scenario, because victory without honor is not a victory at all.

Membership to Multiple Units

House Volant is an exclusive unit, meaning that we do not allow members to have membership with other fighting units. Although we hope that our members stay with the house through the lifetime of their LARPing career, we understand that life happens and times change, and some members may find a better fit in other units. We hold no ill will toward our ex-brothers and ex-sisters of House Volant. Additionally, we understand that a member's participation in house activities might wax and wane over time, depending upon other life responsibilities (work, school, family, etc.) but we hope to protect a culture which helps our members achieve their goals both within LARPing and in the real world.

Uniforms, Equipment, and Gear

There is no uniform requirement in House Volant other than that your garb must be recognizably belonging to House Volant, and you must display the sigil on some part of your garb (even if only on a belt favor). Members are encouraged to have garb that is visually appealing and would fit in a medieval fantasy movie (such as The Lord of the Rings or Game of Thrones). House Volant prides itself

in having superior quality garb standards to most other units. We prefer to enforce these standards through positive reinforcement rather than negative reinforcement or punishment – the knights and Maesters of the house are always willing and ready to help a new member develop their own medieval fantasy aesthetic.

Fighters in House Volant may use whatever weapon set they wish, though they are encouraged to remember that we are a competitive unit, and during main scenario battles, tournaments, and unit battles, fighters should take special care to select weapon sets which will most benefit the team. A competitive mindset should be applied to each fighter's choice in gear.

Structure of House Volant

In character, House Volant is an emulation of medieval feudalism. At its head is the Lord Volant, to whom all members of House Volant owe their allegiance. Supporting the lord is the council of knights and Maesters, and beneath them are other members of the House. For information on the real-world legal structure of the house (House Volant, Inc.), see the bylaws posted at www.housevolant.com.

Joining the House

Recruit

To join House Volant, a prospective member must be sponsored by the Lord Volant, a Gryphon Knight or a Maester, during which time the prospective member is considered a "recruit." Recruits are encouraged to spend as much time as possible with House Volant to ensure they are a proper fit in the House and that the House is a proper fit with them. Recruits are welcome to wear House colors and a House belt flag, but recruits may not apply the House Volant name, sigil, or heraldry to their gear or garb. Typically, recruits are encouraged to attend a few events with the house before a decision is made. Sometimes the sponsor will make requirements of a recruit (such as attending a certain event or acquiring or improving certain garb or gear) before inviting them to become full members, though this is performed on a case-by-case basis. When the sponsor feels that the recruit has demonstrated they will be a good culture fit and their membership would be a positive contribution to the House, the sponsor will either extend an invitation to the recruit to join the House or kindly suggest that the recruit look elsewhere.

Induction to the House

Once a recruit has accepted an invitation to join the House, they will undergo an induction ceremony at the next event. During this ceremony, the recruit will swear an in-character oath of fealty to the Lord and his House, either directly or through the sponsoring Gryphon Knight or Maester. Upon swearing this oath, the petitioner becomes a full member of the House and should be treated with familial respect. Note that the oath is an in-character oath, and there is no expectation that this oath would be upheld in the real-world. Individuals who have a religious or other sound reason to abstain from making the oath can have this requirement waived by the Lord Volant. In some cases, a recruit

might be accepted as a full member before their induction ceremony is complete (such as if there will not be another event for a significant period).

Spouses and partners

Spouses and partners of House Volant members (henceforth “partners”) are considered full members of the House so long as their relationship remains intact. Should a divorce or permanent separation occur, the partner will no longer be a member of the House. An exception to this rule is if the spouse or partner belongs to another unit already or joins one at any point, they would not be considered a member of House Volant, as membership to multiple units is not allowed (they would still be welcome to camp and socialize with the House). Partners are welcome to undergo their own induction ceremony, should they wish to (though it is not a requirement).

Ranks

After membership, there are two main paths that a Volant can take: Knighthood or the Maesters Guild. These paths are mutually exclusive, so a member can only pursue one of them. The rank of Gryphon Knight and Maester are equal, the only difference between the two is that the path of knighthood contains a combat emphasis while the rank of Maester emphasizes greater contributions in the arts and sciences – while both paths emphasize service to the house and the propagation of tradition. Additionally, while encouraged, it is not required for a member to pursue the rank of knight or Maester.

The ranks are described below.

Membership

Recruit

A recruit is a tentative member of the House who is encouraged to spend as much time with other House members as possible to determine if House Volant is the best fit for the recruit. Recruits should camp and fight alongside the house and wear the house colors but may not wear the name, words, sigil, or any heraldry.

Member

A full member of House Volant (sometimes referred to as brother, sister, or simply “Volant”) has gone through the recruitment process and been inducted by the Lord Volant, a Gryphon Knight, or a Maester (or is a partner of a Volant). Volant members are expected to dress predominately in House colors on the battlefield and to wear the sigil whenever possible, though they are not required to wear the house colors and sigil off the battlefield.

Knighthood

“Knighthood lies above eternity; it doesn’t live off fame, but rather deeds.”

— Dejan Stojanovic, *The Sun Watches the Sun*

Page

Whenever a Volant wishes to advance on the path of Knighthood, he or she should voice this desire to the Lord Volant or a Gryphon Knight. The best path to Knighthood is to begin training under another Gryphon Knight as a page, learning everything the knight can offer. A page is a squire-in-waiting, and pages will frequently be taught by a squire under the watchful eye of the knight.

As symbol of the rank, a page wears a golden yellow belt.

Squire

A squire is expected to own his own gear and his own garb and is expected to continuously improve both on the path to knighthood. A squire should be able to hold his own in a fight and should be a positive factor in battle. The squire is expected to continue helping his knight in any way the knight asks (and in return, the knight should treat the squire with dignity and respect, of which hazing has no part), and the squire will continue receiving training in return. Typically, a squireship will last anywhere from one to five years, depending upon the natural prowess and advancement of the squire. Only the squire's master may decide when he is ready for the Knight's Trial and Accolade.

As symbol of the rank, a squire wears an oxblood belt.

Gryphon Knight

A Gryphon Knight is the ideal fighter of the House. His gear is well made and well designed, befitting his role on the battlefield. His presence on the battlefield has a noticeable impact and is a respectable duelist, exemplified during his Knight's Trial. He always represents the House in a positive light. He has proven his loyalty time and time again both on the battlefield and off. He is humble and always willing to serve the other members of the House. While a Gryphon Knight is not required to always have a page or squire, he is strongly encouraged to take new members to train, as that is how House Volant grows in power and passes on its tradition. The Gryphon Knight may sit upon the council and advise the Lord Volant.

As symbol of the rank and accomplishment, a Gryphon Knight wears a white belt.

The Maesters Guild

"We're all human. Oh, we all do our duty when there's no cost to it. Honor comes easy then. Yet sooner or later in every man's life there comes a day when it's not easy."

— Maester Aemon

Apprentice

Each craft requires the apprentice to complete 10 aspects of advancement. Six of these are designed to grow their own knowledge and share their gifts with the house and wider community. The remaining four are designed for the specific individual in mind and will be developed by their Maester. The first six aspects are as follows:

- Attend a class related to their chosen craft
- Apprentice with someone in your chosen skill other than your Maester
- Create a piece that is historically accurate
- Teach your craft at an event
- Teach your skill to another member of the house (provide patterns, tips, etc...)
- Add a beginner and intermediate level project to the Maester Book

For each aspect completed, the apprentice will receive a token to mark their advancement.

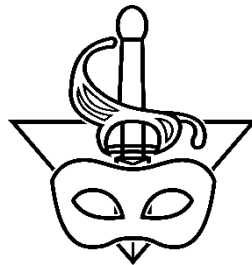
Journeyman

A journeyman is a member of the house who has shown proficiency in one or more of the arts or sciences within the realm of medieval fantasy and living history. The road to becoming a journeyman ensures an apprentice enhances their skills in a chosen craft while teaching others along the way.

Any member of the house may work towards journeyman status in any chosen craft, though a member may only obtain one of the two final ranks: Gryphon Knight or Maester.

The five journeyman crafts are:

Courtier



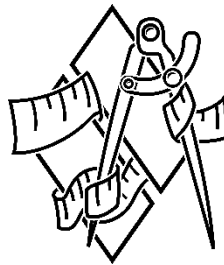
Someone who has devoted to their character's kit to the fullest extent, a true masterpiece, their garb is not only functional, but beautiful and highly accurate to their chosen time period or fantasy persona.

Smith



An individual that has delved deep into the craft of making weapons (steel or boffer) or armor, their creations are lively in the hand, and beautiful to the eye.

Craftsman



A member of the house that creates something wonderful from nothing. Their creations are inspiring and inspired, they make everything from the most practical of garment to objects of pure fantasy.

Historian



The one of us who truly lives the past, their knowledge of the past lights the way to our future.

Bard



That special someone who can make the sad man rumble with laughter and a moment later bring a tear to the same eye. Their performance entertains, intrigues, and engulfs us.

Maester

A Maester is the ideal contributor to the house. They have attained journeyman status over a craft, adding their journeyman project to the Maester Book, completed a project in a separate craft than that which they are a journeyman, and have made a large contribution to the house. The Maester is encouraged to take an apprentice and pass down the knowledge they have gained. The Maester may sit upon the council and advise the Lord Volant.

As symbol of the rank and accomplishment, a Maester wears a gryphon brooch.

Lord Volant

There is only one Lord Volant and he is the founder, leader, and ruler of the house. He cannot be replaced. While some members may choose to refer to him as “lord”, “the Lord Volant,” or other honorifics, it is by no means required (the only time it is encouraged is during roleplay-heavy moments such as ceremonies, where all members should be respected with the appropriate honorifics).

Ceremonies

Induction of a New Member

The induction ceremony is heavily recommended but not required of new members. It can be customized to adjust the regality and roleplay depending on the recruit being inducted. A recruit should be approached before the ceremony and extended the invitation to join the house, and if they accept then they will undergo the ceremony (that way being called up in front of people is not a surprise). Additionally, since the ceremony involves an in-character oath, the recruit should be given a heads up on that component in case they have any aversion to swearing it.

Oath of Fealty

I promise on my faith that I will be true and faithful to both Lord and House, to defend them with Valor, represent them with Honor, and bring Glory to their name. Nor ever by will or work, by action or inaction, nor word nor deed, do anything to harm or tarnish Lord and House.

Ceremony

The recruit should be called forward as the MC addresses the gathering, indicating the house has invited the recruit to join. The recruit will swear the oath of fealty, and once sworn be granted a tabard and a Gryphon patch to attach to their currently unadorned belt flag.

MC: [Recruit name(s)], do you promise on your faith that you will be true and faithful to both Lord and House, to defend them with Valor, represent them with Honor, and bring Glory to their name? Nor ever by will or work, by action or inaction, nor word nor deed, do anything to harm or tarnish Lord and House?

Recruit: I do swear this oath to Lord and House.

MC: Do you, House Volant, accept this oath of fealty and welcome [recruit name(s)] as blood and bone to hearth and home?

House Volant: We do.

MC: Victoria!

House Volant (including newest members): Omnimodo!

The Accolade (Knighting Ceremony)

All knights and Maesters of House Volant will stand in a half circle with the Lord Volant in the center. All knights are to be armed with sword at side and shield on their back and should be dressed for ceremony, which may include armor, and wearing any cloaks. They shall not wear helmets or any head covering which would hide their face.

The Accolade

Here, the Lord Volant shall give a speech on the worthiness of the squire. It is to be personal, and mention the squire's trials and challenges, and how he is worthy to serve the house in knighthood.

The Lord will then take the belt into his hands and hold it aloft for all to see.

"This belt is a bond to our house and to all those who come after you. This belt, like your lineage, was mine before you [and NAME and NAME and NAME before.] It is to serve as a reminder of your accomplishments up to this point and those to come."

The Lord will then dress the belt about the waist of the squire and then the squire will kneel before the Lord. The Lord will then say:

"You may recite the Oath of Chivalry before your Lord and House."

The Oath

The squire is to swear the following:

I swear on my honor before [God/Gods] and men, I will be faithful to House Volant, never cause it harm through word or deed, and I will observe my homage to the Lord Volant completely, against all persons, in good faith and without deceit.

I swear to show only Loyalty in the face of doubt, both in myself and in my brethren.

I swear to show only Valor in the face of challenge, of both heart and blade.

I swear to show only Honor in the face of trial, both physical and spiritual.

I swear to show only Glory in the face of scrutiny, of both [God/Gods] and men.

May I serve this Oath fully, to the best of my ability, under the banner of Lord and House Volant forever, until Death takes me, and [God/Gods] claim[s] me.

The Charge

The Lord Volant will then hold aloft the knight's chain and state the following:

"The knight's chain is a representation of the oath you have sworn and the charge you are about to receive. May its weight be a constant reminder of your duty."

The Lord Volant will then place the chain around the squire's neck and take his sword into his hand. He will then place the sword flat upon the Squire's right shoulder and recite the charge. The charge should be customized to fit the faith of the knight-to-be.

"In the name of House Volant, I charge you:

To fear God and maintain His Church

[OR]

To fight for the welfare of all"

He then moves the blade to the other shoulder.

*"In the name of House Volant, I charge you:
To serve your liege lord in valor and in faith"*

He then moves the blade back to the sword shoulder.

*"In the name of House Volant, I charge you:
To protect the weak and defenseless"*

He finally moves the blade to the other shoulder.

*"In the name of House Volant, I charge you:
To live by honor and for glory"*

The Lord Volant places the sword tip down, between his feet, and rests both hands on the pommel of his sword.

*"By the Oath you have sworn and the Charge I have given you, I, Lord Tiberius Volant,
honor you Sir [Name], Gryphon Knight of the House Volant! Rise a knight and be
honored among us!"*

The Peerage

Privately, after the ceremony has concluded, all current knights and Maesters will gather with the Lord Volant and the new knight to drink from the Lord's goblet, welcoming the new knight to the peerage.

Non-Combatants

Typically referred to as "noncoms," non-combatants are any members of a medieval combat society that does not participate in the combat. House Volant encourages noncoms to join its ranks. We understand that fighting is not for everyone, and we look to encourage the other aspects of medieval culture such as the arts & sciences.

Any noncom interested in joining the House must still go through the same recruitment process as a combatant. Noncoms should make their intention clear, however, that they do not intend to fight,

and should demonstrate other ways in which they can contribute to the unit. After all, the House is a symbiotic relationship; it only works when members put into it at least as much as they take out.

Healing Poems

Fighters of House Volant are encouraged to memorize at least one healing poem for use on Dagorhir battlefields, as these can give a substantial benefit in combat. A collection of such healing poems are contained here.

Basic Volant Healing Poem

At a minimum, all fighters in House Volant should have this poem memorized:

*By the power of the Gryphon white,
I bestow this healing light!
[11x, then proceed]*

Rise now and fight!

Litany of Valor

This healing poem is intended to be used only to heal other members of House Volant or her allied houses (the Noble Houses).

*By thy color will they see thee,
By thy banner will they know thee,
By thy sigil will they fear thee,
By thy house will they dread thee,
By thy blade will they meet thee,
By thy death will we sing of thee.*

[4x]

The Elixir of Life

The personal healing poem of Tiberius Volant:

*Hark, my friend, and sup of this:
A deep elixir I have mixed.
Long ago I paid the price
I lost my soul, this my vice.*

*As you've heard the legends tell,
I am He who found the Well,
And this I crafted from its springs,
The potion envied by all kings.*

*The bite is strong, the cordial thick,
But soon you'll find no wound will stick.
When the flames burn through your veins,
Naught shall dwell of your pains.*

[2x, then proceed]

*For I, Tiberius, have brought to thee
The Elixir of Life, and from death you are free!*

Oath of Fealty

The House Volant *Oath of Fealty* is 70-syllables long and can be repeated 3x to function as a healing poem:

*I promise on my faith that I will be true and faithful to both Lord and House, to
defend them with Valor, represent them with Honor, and bring Glory to their name.
Nor ever by will or work, by action or inaction, nor word nor deed, do anything to
harm or tarnish Lord and House.*

The Knights' Code of Chivalry

The Knights' Code of Chivalry is 162-syllables long as described in the *Song of Roland*. A preamble has been added in brackets to get to 180 syllables. This healing poem should only be used by a Gryphon Knight of House Volant.

[In the name of House Volant, I have been charged with this Code of Chivalry]

*To fear God and maintain His Church
To serve the liege lord in valor and faith
To protect the weak and defenseless
To give succor to widows and orphans
To refrain from the wanton giving of offence
To live by honor and for glory
To despise pecuniary reward
To fight for the welfare of all
To obey those placed in authority
To guard the honor of fellow knights
To eschew unfairness, meanness and deceit
To keep faith
At all times to speak the truth
To persevere to the end in any enterprise begun
To respect the honor of women
Never to refuse a challenge from an equal
Never to turn the back upon a foe*

The Knights' Oath

The Knights' Oath is sworn by an accolade during his dubbing. The oath is 182-syllables long and can be used by any Gryphon Knight as a healing poem.

I swear on my honor before [God/Gods] and men, I will be faithful to House Volant, never cause it harm through word or deed, and I will observe my homage to the Lord Volant completely, against all persons, in good faith and without deceit.

I swear to show only Loyalty in the face of doubt, both in myself and in my brethren.

I swear to show only Valor in the face of challenge, of both heart and blade.

I swear to show only Honor in the face of trial, both physical and spiritual.

I swear to show only Glory in the face of scrutiny, of both [God/Gods] and men.

May I serve this Oath fully, to the best of my ability, under the banner of Lord and House Volant forever, until Death takes me, and [God/Gods] claim[s] me.

Prayer for the Dead

A poem attributed to the Knights of Solamnia in the *Dragonlance* novels:

*Return this man to Huma's breast
Beyond the wild, impartial skies;
Grant to him a warrior's rest
And set the last spark of his eyes
Free from the smothering clouds of wars
Upon the torches of the stars.
Let the last surge of his breath
Take refuge in the cradling air
Above the dreams of ravens where
Only the hawk remembers death.
Then let his shade to Huma rise
Beyond the wild, impartial skies.*

[2x]

Songs

A Song to House Volant

Written and composed by Einar of House Volant.

*I sat upon a hill one day to watch the wild birds
And lo unto my ear a clattering sound I heard
Two armies from the hills and valleys underneath
Were marching up the hill and seemed destined to meet*

*I clutched my harp to my chest when came the first army
And such a rabble-rousing bunch as far as eyes could see
And judging by their strange colors I could not tell
Who's lord they were, though it was clear they were swords of the sell*

*Then silencing their dreadful cries came a sound so soft and clear
The second army's silver horn so sweet it brought a tear
Then rising in the wind, a rampant Gryphon came forth
And all at once I knew all wrongs would be set to sort*

*Red their garb and gold and glittering their armor in the light
Reflecting off their arms so polished and oh so bright
And instantly I knew their lord by the tabards that they bore
So I picked up my harp again for my heart did soar*

And I sang

*Oh Volant, oh Volant
With your Gryphon flying high
Raise a glass to the sky
So love will never die*

*Clash of sword
Break of board
Hold the line watch for the hoard
Oh Volant, oh Volant
Oh House Volant*

*Encouraged by my words of song the red army cried out
Words of unyielding and courage with no doubt*

*But a tremble ran down my spine for I wondered who would win
For each Volant was outnumbered one to ten*

*Then came the first army charging against the Gryphon's line
As they neared I could see that this was Volant's design
I watched on as the rabble broke on red spear and shield
And soon with devastating loss they were forced to yield*

*The Lord Volant stepped forward and he said now listen close
Think of who you protect and love and those you value most
For across the way the horde does sway and their cheap victory is lost
So now my friends pick up your swords for we'll have victory at all costs*

*I stood and watched the Volant banner ripple across the field
And though rabble still were more I knew their fate was sealed
And red stained the field that day as the Gryphon line tore through
Their enemies scattered and defeated turned round and flew*

And I sang

*Oh Volant, oh Volant
With your Gryphon flying high
Raise a glass to the sky
So love will never die*

*Clash of sword
Break of board
Hold the line watch for the hoard
Oh Volant, oh Volant
Oh House Volant*

*I fell in with the Gryphon line as they marched for hearth and home
Soon towers rose like glittering diamonds in the light they shone
And each Volant was greeted at those great and mighty gates
All the house was gathered there for a feast in the makes*

*Such a spread upon the tables words could not describe
Roasted boar at the center with tall pastries on the sides
And all throughout the night there was drink running like the rivers
A celebration worth a king but not so easy on the livers*

*The Lord rose up and took his lover by the arm and said
Well fought my friends and feast now done I'm off to bed
As they left all the lovers took a Volant to their side
For each of them that night would have a Gryphon to ride*

*I sat down and rested my head near the fading hearth
Thinking of the things I'd seen and how I'd taken part
And as the dreams of night started to take me in their embrace
I felt again in my heart the song of deeds not soon erased*

And I sang

*Oh Volant, oh Volant
With your Gryphon flying high
Raise a glass to the sky
So love will never die*

*Clash of sword
Break of board
Hold the line watch for the hoard
Oh Volant, oh Volant
Oh House Volant
Oh House Volant
Oh House Volant*

Griffin Rider

To the tune of River Driver. © 2011 Rebecca Glon.

*I was but a little child when I first saw the sky.
After six years hard training, my home I realized:
But not some binding hovel of cedar, mud, or stone.
For I'm a griffin rider, and I call the sky my home.*

[chorus (after every verse):]
*I'll fly when I am hungry, and it rains when I am dry,
My griffin's ever-ready as days go by and by,
And if the Fall don't kill me, the higher I must go,
For I'm a griffin rider, and I call the sky my home.*

*So many towns and villages will claim us with their gold
As escorts, scouts, or warriors; all titles we enfold.
Yet coin will never be the draw know any who have flown,
Know all the griffin riders who call the sky their home.*

*My griffin is my family, for whom I'd gladly die.
I raised it through the early years, all when it couldn't fly,
And now I see it's taught me how Fate is sealed and sewn,
For I'm a griffin rider, and I call the sky my home.*

*Each height a separate freedom as we come eye to eye.
Impossible to conquer, so I let out a cry
As we gain the heavens, whose mystery I condone,
For I'm a griffin rider, and I call the sky my home.*

*Swiftly darkening weather may call us up on high:
Lightning, snow, and twisters won't make us question why
The fury wild within us can have no limits known,
Within the griffin riders, and who call the sky their home.*

*Nothing here can scare me, the least of all to die,
For spirits of the Fallen are with us when we fly.
They say, "The skies are silent" who think that flesh and bone
Make all the griffin riders who call the sky their home.*

Lore

A Note on Lore

There is no requirement for members of House Volant to utilize the lore in this handbook for their own character backgrounds. They are welcome to write and fantasize their own fiction as they see fit. The lore which is presented here in this handbook is used by the Lord Volant, and members are welcome to use it (in part or in whole) or ignore it as they see fit.

Overview

The basic setting of House Volant is a reimagination of the Arthurian legendarium, in which the region is a low-magic fantasy Britannia parallel, where great houses are constantly at war to keep the forces of chaos at bay, all while dealing with the political machinations of their allies. The great King Arthur is dead, and the landscape of Britannia is tumultuous. Excalibur, the sword of legend, has not been seen since the king's passing, though every bard and minstrel from coast to mountain claims it is just a mere quest way (the tale for a coin, of course).

Allies

The primary allies of House Volant are the great Houses Blackwood and Eastfire.

Gryphon Knights

Gryphon Knights, and the name “Volant”, come from the lore that the knights of House Volant are fearsome deep-striking shock troops who ride atop battle-trained gryphons. In this lore, only knights ride gryphons into battle, and squires are charged to “earn their wings” and become a knight.