

*Barony of Three Rivers*

# *Quest*

*Quest for the Dream*



On the \_\_\_\_\_ day of \_\_\_\_\_ in the  
year \_\_\_\_\_, the \_\_\_\_\_ year after  
the founding of the Society,

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*known in the Society as*

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*began their Quest for the Dream.*



*Hard heroes once travelled across the sea to  
end the horrors of Herot Hall. We know well  
such tales and would foster any who would  
earn word fame. You have come to our hall  
seeking shelter and friendship and We  
welcome you to our Table. For our hospitality  
we ask only that you seek wisdom and earn  
word fame in War, Service, and Craft. So  
now begins your Wyrð Way. Wander well.  
We implore you to go forth and find the  
Dream which brought you here.*

*Duncan and Gwendolyn*

*Previous Baronage Of Three Rivers*

# *Heraldry*

*What are the seven basic heraldic tinctures?*

*Which are metals? Which are colors?*

*What is the basic rule on combining colors and metals?*

*What is a field? What is a charge?*

*Name and draw six different ordinaries or fields.*

*Name and draw five different animal positions.*

*Once you have completed all of the basic Heraldry requirements, please collect a signature from the Herald.*

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*Herald*

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*Date*

## *Barony Awards*

*List five Baronial awards and describe what they are granted for.*

1.

2.

3.

4.

5.

# *Kingdom Awards*

*List what awards are granted at each level and what titles one can use.*

*1. Awards of Arms - AoA*

*2. Grant of Arms - GoA*

## *Peerages*

*What are peerage level awards?*

*1. What is a Knight?*



2. *What is a Laurel?*

3. *What is a Pelican?*

4. *What is a Master of Defense*

5. *Describe the relationships between laurels and apprentices, pelicans and protégés, knights and squires, and tell what color belt each wears.*

*Talk with five people. Are they a member of peerage? Why did they choose to be part of the SCA? What pearl of wisdom would they like to pass along?*

*Once you have completed all of the Awards activities, please collect a signature from the Quest Chancellor.*

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*Quest Chancellor*

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*Date*

# *Geography*

*Name the Kingdoms in the Known World.*

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

13. \_\_\_\_\_

14. \_\_\_\_\_

15. \_\_\_\_\_

16. \_\_\_\_\_

17. \_\_\_\_\_

18. \_\_\_\_\_

19. \_\_\_\_\_

20. \_\_\_\_\_

*Label the Kingdoms of the Known World on your map.*

*Label the Baronies and Shires on your map of Calontir.*

*How did the Society for Creative Anachronism start? Include when, where, and why.*

*Once you have completed all of the basic Geography requirements, please collect a signature from the Quest Chancellor.*

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*Quest Chancellor*

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*Date*

# *Officers*

*For each officer position, include who holds the current position, what their responsibilities are, and what the office badge looks like.*

*1. Seneschal*

*2. Herald*

*3. Knights Marshal*

*4. Minister of Arts & Sciences*

*5. Exchequer*

6. *Chronicler*

7. *Chatelaine*

8. *Minister of Youth*

9. *Web Minister*

10. *Archery Marshal*

11. *Gold Key*



*12. Steel Marshal*

*13. Quartermaster*

*14. Demo Coordinator*

*15. Chancellor of the Quest*



# Royalty

*Who are Their Royal Majesties of Calontir?*

*Draw a picture of the royal arms.*

*What is the proper protocol for approaching Their Royal Majesties and how are they formally addressed?*

*How often does a new reign come to power?*

*In Calontir, we hold a special event when our Heirs becomes Their Royal Majesties. What is it called?*

*What is the Royal Presence and how it is observed?*

*What is the proper protocol for approaching Their Royal Highnesses and how are they formally addressed?*

*When a Consort of Calontir steps down, to what order are they inducted?*

*In Calontir if you have been Their Royal Majesties once, what is your title when you have stepped down?*

*If you have been Their Royal Majesties two or more times, what is your title when you have stepped down?*

*If you won a Crown Tournament when Calontir was a Principality, what was your title after you have stepped down?*

*List the last 4 sets of Their Royal Majesties of Calontir in order...starting with the most recent.*

1.

2.

3.

4.

## *Baronies*

*Name the current Baronage of Three Rivers.*

*List the last four Baronages*

1.

2.

3.

4.

*What is the proper protocol for approaching the Baronage and how are they formally addressed?*

*Draw a picture of Three Rivers Baronial Arms.*

*The history of the Barony of Three Rivers is very interesting! Talk to a few gentles about it's beginning and some of their experiences. Write a brief history here.*

*Name the current Baronage of Forgotten Sea and describe/draw the Baronial Badge.*

*Name the current Baronage of Vatavia and describe/draw the Baronial Badge. .*

*Name the current Baronage of Coeur d' Ennui and describe/draw the Baronial Badge. .*



*Name the current Baronage of Lonely Tower and describe/draw the Baronial Badge. .*

*Name the current Baronage of Mag Mor and describe/draw the Baronial Badge. .*

*When you have completed all of the general tasks up to this point, you have earned a token to add to your Quest Favor! Bring your Quest Book to the Quest Chancellor.*

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*Quest Chancellor*

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*Date*

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*Baronage of Three Rivers*

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*Baronage of Three Rivers*

# *Service Projects*



## *List of Possible Service Projects*

*Ten Projects plus a capstone project must be completed. All completed projects must be listed in your Quest Book with a signature from someone you helped, learned from, or the Quest Chancellor.*

1. *Write an article for The Barge about something you have learned.*
2. *Create a piece of artwork for The Barge.*
3. *Serve as retinue in court either locally or at Kingdom level.*
4. *Attend and participate in a baronial business meeting.*
5. *Assist a gentle.*
6. *Sponsor an A&S competition at an event.*
7. *Devise a project for the younger children to do at an event.*
8. *Help the MOY run the activity.*
9. *Clean up after feast*
10. *Teach a class or skill at a meeting, event, or RUSH.*
11. *Assist the Seneschal.*
12. *Assist the Herald.*
13. *Assist the Marshal.*
14. *Assist the Exchequer.*
15. *Assist the A&S Minister.*
16. *Assist the Chatelaine.*

17. *Assist a Scribe.*
18. *Assist the Archery Marshal.*
19. *Assist the Master/Mistress of the Lists..*
20. *Assist the Minister of Youth.*
21. *Serve at feast.*
22. *Help in the kitchen at feast.*
23. *Assist in preparing a feast.*
24. *Assist with court heraldry.*
25. *Cry announcements at an event.*
26. *Act as a field Herald. (Can do twice to count for Marshal Activity requirement.)*
27. *Act as a water bearer. (Can do twice to count for Marshal Activity requirement.)*
28. *Serve a gate shift at an event.*
29. *Serve on a set up crew at an event.*
30. *Serve on a tear down crew at an event*

*\*This is not an exhaustive list! It is intended to give ideas and provide a starting point. Feel free to choose additional activities suited to the category.*

### *Service Capstone Project:*

*Be an event steward, feast steward, crew chief for an event, or take on a Baronial or Kingdom office. See the Quest Chancellor if you need additional ideas! Please write a short explanation of your capstone project.*

1. *Service rendered:*

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*Signature*

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*Date*

2. *Service rendered:*

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*Signature*

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*Date*

3. *Service rendered:*

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*Signature*

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*Date*

4. *Service rendered:*

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*Signature*

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*Date*

5. *Service rendered:*

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*Signature*

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*Date*

6. *Service rendered:*

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*Signature*

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*Date*



7. *Service rendered:*

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*Signature*

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*Date*

8. *Service rendered:*

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*Signature*

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*Date*

9. *Service rendered:*

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*Signature*

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*Date*

10. *Service rendered:*

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*Signature*

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*Date*

*When you have completed all of the Service tasks up to this point, bring your Quest Book to the Quest Chancellor.*

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*Quest Chancellor*

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*Date*

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*Baronage of Three Rivers*

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*Baronage of Three Rivers*

# *Martial Activity*



## *List of Possible Martial Activities*

*Ten Projects plus a capstone project must be completed. Participants need to complete at least **one project from each division** and then may choose more from their favorite areas. All completed projects must be listed in your Quest Book with a signature from someone you learned from, participated with, or from the Quest Chancellor.*

### *Armored*

- 1. Try on a suit of armor.*
- 2. Construct a weapon.*
- 3. Construct a shield.*
- 4. Participate in armored combat.*
- 5. Construct a piece of armor.*

### *Archery/Thrown Weapons*

- 1. Participate at the archery range.*
- 2. Participate at the thrown weapons range.*
- 3. Construct a longbow, crossbow, or thrown weapon.*
- 4. Construct an arrow or bolt.*
- 5. Construct a thrown weapons target.*

## *Equestrian*

- 1. Serve as ground crew.*
- 2. Learn to groom a horse.*
- 3. Learn and identify parts of a saddle and harness.*
- 4. Learn to ride a horse.*
- 5. Try on equestrian armor.*

## *Steel*

- 1. Try on a suit of armor.*
- 2. Construct a weapon.*
- 3. Construct a shield.*
- 4. Participate in armored combat.*
- 5. Construct a piece of armor.*

## *Support*

- 1. Assist a list table.*
- 2. Herald a tournament.*
- 3. Learn about a historical battle or Great SCA battle.*
- 4. Attend a war, war college or war maneuvers.*
- 5. Help with soup kitchen.*

*\*This is not an exhaustive list! It is intended to give ideas and provide a starting point. Feel free to choose additional activities suited to the category.*

*Martial Capstone Project:*

*Authorize in combat (Armored, Equestrian, or Steel), compete in a tournament, or be a crew chief for a Martial Support Activity. Please provide a short explanation of your capstone project.*

1. *Martial Activity:*

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*Signature*

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*Date*

2. *Martial Activity:*

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*Signature*

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*Date*

3. *Martial Activity:*

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*Signature*

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*Date*

4. *Martial Activity:*

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*Signature*

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*Date*

5. *Martial Activity:*

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*Signature*

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*Date*

6. *Martial Activity:*

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*Signature*

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*Date*



7. *Martial Activity:*

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*Signature*

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*Date*

8. *Martial Activity:*

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*Signature*

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*Date*

9. *Martial Activity:*

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*Signature*

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*Date*

10. *Martial Activity:*

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*Signature*

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*Date*

*When you have completed all of the Martial activities up to this point, bring your Quest Book to the Quest Chancellor.*

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*Quest Chancellor*

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*Date*

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*Baronage of Three Rivers*

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*Baronage of Three Rivers*

# *Arts & Sciences*



## *List of Possible Arts and Sciences Projects*

*Ten activities and a capstone project must be completed. Participants must complete at least one project from at least **seven** different areas and then may choose more from their favorite areas in addition to a capstone project. All completed projects must be listed in your Quest Book and signed off on by someone working with you, someone instructing you, or the Quest Chancellor.*

### *ANIMAL HUSBANDRY*

- 1. Describe four types of falcons, hawks, or other birds of prey that would have been used for hunting.*
- 2. Select a period pet, other than a dog. Describe who might have owned it and when.*
- 3. Describe five animals found on a period farm and what they would have been used for.*
- 4. Raise and care for an animal that would have been used in period.*
- 5. Study beekeeping techniques in the middle ages.*

### *ARMORING, WARFARE, AND STRATEGY*

- 1. Learn to make chainmail and construct a small piece suitable for a key chain or something small.*
- 2. Using pictures, models, or works, describe a typical medieval castle.*

3. *Create a model of a siege weapon such as a catapult.*
4. *Identify 3 different styles of medieval architecture using pictures.*
5. *Learn to play a period strategy game.*

## **CALLIGRAPHY AND THE SCRIBAL ARTS**

1. *Use a period hand to write an alphabet in calligraphy. Know the name of the hand. Bonus challenge: use a dip pen!*
2. *Write your name in calligraphy using a fancy capital.*
3. *Illuminate a poem or an award scroll.*
4. *Make a period ink or paint.*
5. *Paint a preprint award scroll.*

## **CLOTHING**

1. *Make a period clothing accessory such as a belt or pouch etc.*
2. *Pick a famous person in history and describe what they might have worn and what it would have been made of.*
3. *Make an article of clothing for yourself.*
4. *Put together a sewing kit that is period appropriate and suitable to carry at events. Know what each item is used for and be able to demonstrate its usage.*
5. *Describe at least three types of fiber used in period and give examples of what could be made from each.*

## COOKING

1. Name ten period herbs or spice, where they came from, and what they were used for. Describe how they were prepared.
2. Explain three period cooking techniques.
3. Cook or help cook a period dish.
4. Pick a culture and describe the foods found in an everyday meal and how they were prepared.
5. Redact a recipe.

## FIBER ARTS

1. Learn to sew and finish seams by hand.
2. Learn to spin wool or other fiber.
3. Create a useful piece of decorative embroidery like a bookmark or outfit trim, a decorated pouch, a needle book etc.
4. Use a period dye to color fabric, yarn, or fiber.
5. Weave an article of clothing or accessory using a period weaving technique.

## GARDENING AND HERBALISM

1. Describe and draw ten flowers valued in the middle ages and what they were used for.
2. Prepare a non-toxic plant based medicine, cosmetic, or dye. Describe the ingredients and how it is used.

3. *Grow a plant or plants used in period and know their uses.*
4. *Make at least three different types of teas using fresh or dried herbs.*
5. *Design a medieval garden showing where each plant would be placed.  
This can be kitchen, herb, or a decorative garden.*

### *LEATHER WORKING*

1. *Describe and understand some of the basic tools used in leather working.*
2. *What were the most commonly used types of leather in period? What would typically be made from leather? What animals were used for leather?*
3. *Describe the process of tanning leather.*
4. *Make project from leather.*
5. *Make a leather working tool.*

### *METAL WORKING*

1. *Describe and understand some of the basic tools used in metal working.*
2. *Describe a few of the various metals and alloys used in period. Where would each be best?*
3. *Learn to cast metal.*
4. *Make a project from metal.*
5. *Make a metal working tool.*

## *PERFORMING ARTS*

- 1. Learn one partnered and one circle dance.*
- 2. Tell a story or a poem or song in a performance or a bardic circle.*
- 3. Identify five period musical instruments from pictures.*
- 4. Learn to play at least two songs on an instrument.*
- 5. Make a period instrument.*

## *POTTERY*

- 1. Describe and understand the basic tools used in pottery.*
- 2. Describe uses of pottery in the middle ages.*
- 3. Describe the process of creating pottery.*
- 4. Learn to use a pottery wheel.*
- 5. Make a useful piece of pottery.*

## *WOODWORKING*

- 1. Describe and understand the basic tools used in wood working.*
- 2. What were the most commonly used woods in period? Where would they have been best used? Where were they found geographically?*
- 3. Learn to carve wood and make a small sample.*
- 4. Make project from wood.*
- 5. Make a wood working tool.*



## MISCELLANEOUS

1. *Learn to play a period game.*
2. *Read a piece of literature written in period.*
3. *Make a book,*
4. *Create a period toy.*
5. *Label the parts of a medieval cathedral or castle.*



*A&S Capstone Project:*

*Enter Queens Prize, a Kingdom A&S competition, or other A&S competition.  
Please write a short description of your capstone project.*

1. *A&S Project:*

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*Signature*

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*Date*

2. *A&S Project:*

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*Signature*

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*Date*

3. *A&S Project:*

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*Signature*

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*Date*

4. *A&S Project:*

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*Signature*

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*Date*

5. *A&S Project:*

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*Signature*

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*Date*

6. *A&S Project:*

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*Signature*

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*Date*

7. *A&S Project:*

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*Signature*

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*Date*

8. *A&S Project:*

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*Signature*

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*Date*

9. *A&S Project:*

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*Signature*

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*Date*

10. *A&S Project:*

*Category:* \_\_\_\_\_

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*Signature*

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*Date*

*When you have completed all of the Service tasks up to this point, bring your Quest Book to the Quest Chancellor.*

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*Quest Chancellor*

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*Date*

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*Baronage of Three Rivers*

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*Baronage of Three Rivers*

*Feel free to select mentors to help you navigate the Quest and your SCA experience! You may have more than one mentor.*

*My Mentors:*

### *Program Recognition*

*Chancellors of the Quest:*

*Honorable Lady Alyce Knight, called Apple*

*Honorable Lady Hanne Abendschen*

*Honorable Lady Vaithne inghean ui Ruairc*

*Honorable Lady Mjoll Ulfarsdottir*

*Calligraphy:*

*Mistress Elynor Of-Glastonbury*

*Cartography:*

*Gabbai abu Eitan Da'ud ibn Ibrahim al-Sisari*