

Barony of Three Rivers

Quest

Quest for the Dream



On the _____ day of _____ in the
year _____, the _____ year after
the founding of the Society,

known in the Society as

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 Wyrd 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.

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.*

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. _____

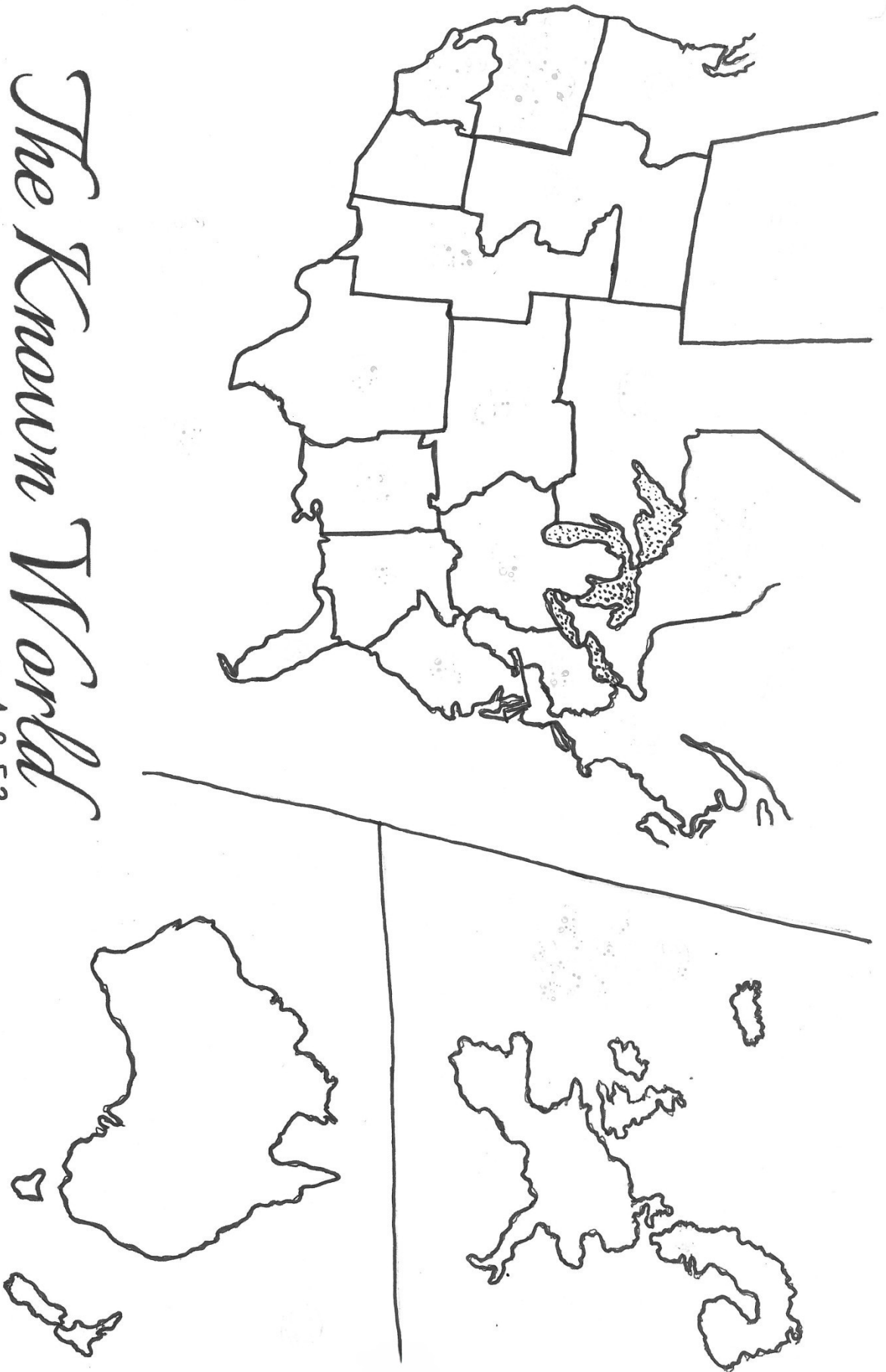
20. _____

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.

The Known World
A.S. 52



The Kingdom of CALONTIR

A.
B.
C.
D.
E.

F.
G.
H.
I.
J.

K.
L.
M.
N.
O.

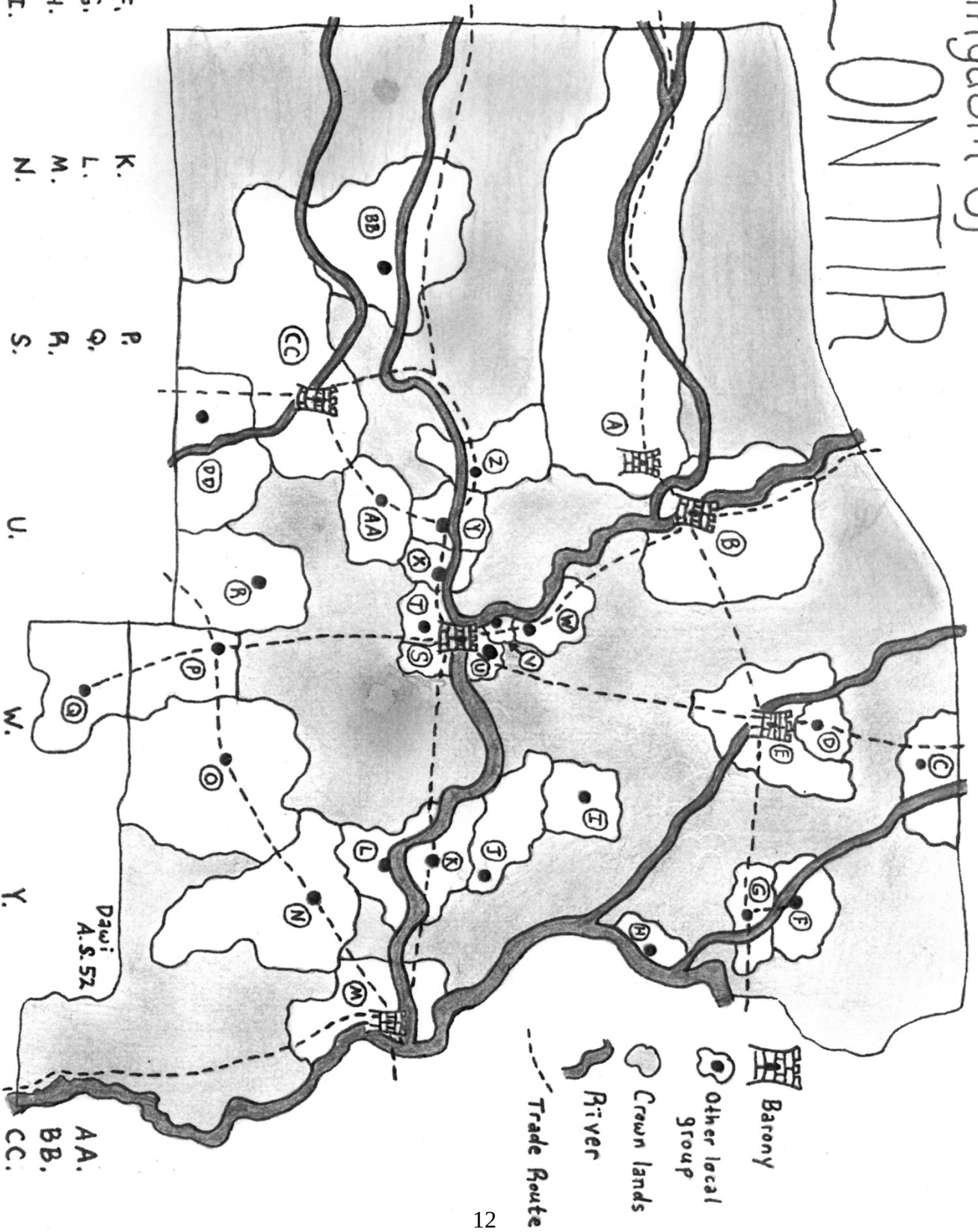
P.
Q.
R.
S.
T.

U.
V.

W.
X.

Y.
Z.

AA.
BB.
CC.
DD.



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. Knight's 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. Quartermaster

13. Demo Coordinator

14. 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 its beginning and some of their experiences. Write a brief history here.

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

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

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

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

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

When you have completed all of the general tasks up to this point, please collect a signature from the Quest Chancellor.

Quest Chancellor

Date

Service Projects



List of Possible Service Projects

This section is comprised of twelve projects plus a capstone project. All completed projects must be listed in your Quest Book and signed off on by someone you helped or participated with, or by 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 Arts & Sciences competition at an event*
- 7. Devise a project for the younger children to do at an event*
- 8. Help the Minister of Youth run the activity*
- 9. Teach a class or skill at a meeting, event, or RUSH (the Royal University)*
- 10. Assist a Baronial or Kingdom officer in their duties*
- 11. Serve at feast*
- 12. Assist in preparing a feast*
- 13. Clean up after feast*
- 14. Assist with court heraldry*

15. *Cry announcements at an event*
16. *Act as a field Herald (Can do twice to count for Marshal Activity requirement)*
17. *Act as a water bearer (Can do twice to count for Marshal Activity requirement)*
18. *Serve a gate shift at an event*
19. *Serve on a set up crew at an event*
20. *Serve on a tear down crew at an event*
21. *Serve on another crew at an event*
22. *Assist with a demo*
23. *Donate something to largesse*
24. *Assist with site dinner – contribute food, serve, clean up*
25. *Paint a preprint award scroll (Can do twice to count for Arts & Sciences requirement)*
26. *Contribute illumination, text, or calligraphy to an award scroll (Can do twice to count for Arts & Sciences requirement)*

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

1. *Service rendered:* _____

Signature

Date

2. *Service rendered:* _____

Signature

Date

3. *Service rendered:* _____

Signature

Date

4. *Service rendered:* _____

Signature

Date

5. *Service rendered:* _____

Signature

Date

6. *Service rendered:* _____

Signature

Date

7. *Service rendered:* _____

Signature

Date

8. *Service rendered:* _____

Signature

Date

9. *Service rendered:* _____

Signature

Date

10. *Service rendered:* _____

Signature

Date

11. *Service rendered:* _____

Signature

Date

12. *Service rendered:* _____

Signature

Date

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 and collect a signature from the Quest Chancellor.

Quest Chancellor Signature

Date

Martial Activity



List of Possible Martial Activities

*This section is comprised of twelve activities plus a capstone project. Your twelve activities need to include at least **one activity from each of the five divisions**, and then you may choose more from your favorite areas. All completed activities must be listed in your Quest Book and signed off on by someone you learned from or participated with, or by 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.*

1. *Martial Activity:* _____

Division: _____

Signature

Date

2. *Martial Activity:* _____

Division: _____

Signature

Date

3. *Martial Activity:* _____

Division: _____

Signature

Date

4. *Martial Activity:* _____

Division: _____

Signature

Date

5. *Martial Activity:* _____

Division: _____

Signature

Date

6. *Martial Activity:* _____

Division: _____

Signature

Date

7. *Martial Activity:* _____

Division: _____

Signature

Date

8. *Martial Activity:* _____

Division: _____

Signature

Date

9. *Martial Activity:* _____

Division: _____

Signature

Date

10. *Martial Activity:* _____

Division: _____

Signature

Date

11. *Martial Activity:* _____

Division: _____

Signature

Date

12. *Martial Activity:* _____

Division: _____

Signature

Date

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 and collect a signature from the Quest Chancellor.

Quest Chancellor Signature

Date

Arts & Sciences



List of Possible Arts and Sciences Projects

*This section is comprised of twelve projects plus a capstone project. Your twelve projects need to include at least one project from at least **seven** different areas, and then you may choose more from your favorite areas. All completed projects must be listed in your Quest Book and signed off on by someone working with you or instructing you, or by 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 chain mail and construct a small piece suitable for a key chain or something small.*
- 2. Using pictures, models, or words, 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, 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. Draw ten flowers valued in the middle ages and describe 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 a kitchen, herb, or 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 a 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.*

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



1. *A&S Project:* _____

Category: _____

Signature

Date

2. *A&S Project:* _____

Category: _____

Signature

Date

3. *A&S Project:* _____

Category: _____

Signature

Date

4. *A&S Project:* _____

Category: _____

Signature

Date

5. *A&S Project:* _____

Category: _____

Signature

Date

6. *A&S Project:* _____

Category: _____

Signature

Date

7. *A&S Project:* _____

Category: _____

Signature

Date

8. *A&S Project:* _____

Category: _____

Signature

Date

9. *A&S Project:* _____

Category: _____

Signature

Date

10. *A&S Project:* _____

Category: _____

Signature

Date

11. *A&S Project:* _____

Category: _____

Signature

Date

12. *A&S Project:* _____

Category: _____

Signature

Date

Arts & Sciences Capstone Project

*Enter Queen's Prize, a Kingdom A&S competition, or other A&S competition.
Please write a short description of your capstone project and collect a signature
from the Quest Chancellor.*

Quest Chancellor Signature

Date

When you have completed all projects and activities that comprise the Quest for the Dream, bring your Quest Book to the Quest Chancellor for review.

Quest Chancellor

Date

Baronage of Three Rivers

Baronage of Three Rivers

Congratulations on completing the Quest!

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