

# *Guild of Merchant Adventurers*

## *Apprentice Quest*

Mistress Anne Gresham has come to Staffordshire looking for youngsters to be apprentices and journeymen in the Guild of Merchant Adventurers. Members of the Guild of Merchant Adventurers are merchants who sail between England and the Lowlands to trade goods. The Quest may be completed in a single visit or over the course of several visits.

*Beginner skills*— Learn the skills in letters and numbers needed for a merchant.

Become a beginner apprentice by completing 2 activities in the beginner skills. Once you finish these activities, come back to the Garden in the Militia and receive a certificate and a token of your new station.

- Use a hornbook and learn your letters - Upon request in Poppets Pasttymes
- Write with a quill - Upon request in Poppets Pasttymes
- Use a counting cloth to do your sums - Upon request, Mistress Anne in Militia encampment

*Intermediate skills*— Learn the skills necessary to defend yourself and the cargo.

Once you are a beginner apprentice, become an intermediate apprentice by completing 2 activities in the intermediate skills. Once you finish these activities, come back to the Garden in the Militia and receive a token for your accomplishments.

- Try the pike drill - Upon request in Militia encampment
- Use a sword - Pells Post, upon request in Militia encampment
- Watch a English long bow archery show – Scheduled at the Archery Range
- Watch a joust - Scheduled at the Little Green Field
- Watch a sword fight - Throughout the shire

*Advanced skills*— Learn the skills necessary to sail a merchant ship.

Once you are an intermediate apprentice, become an advanced apprentice by completing 2 activities in the advanced skills. Once you finish these activities, come back to the Garden in the Militia and receive a token for your accomplishments.

- Learn to navigate - Upon request in Militia encampment
- Learn to use a heaving line - Upon request in Militia encampment
- Learn to make rope or cord making - Upon request at Garden in Militia encampment
- Learn to make basic knots suitable for sailing - Upon request at Garden in Militia encampment

# *Guild of Merchant Adventurers*

## *Journeyman Quest*

Once you are an advanced apprentice, you can become a journeyman. The Quest may be completed in a single visit or over the course of several visits.

*Beginner skills* - Learn about the government and the laws to protect the Guild.

Become a beginner journeyman by completing 3 activities in the beginner skills. Once you finish these activities, come back to the Garden in the Militia and receive a certificate and a token of your new station.

- Watch the Court of Common Pleas – Scheduled on stage
- Watch the Court of Love – Scheduled on stage
- Find out the jobs of Nobles in Her Majesty's Court - Upon request at Noble's Glade
- Find out about Letters of Mark - Upon request in Militia encampment
- Make a code and cipher necessary to protect your business - Upon request in Garden at Militia encampment

*Intermediate skills* - Learn the manners and dress necessary to be part of high society.

Once you are a beginner journeyman, become an intermediate journeyman by completing 3 activities in the intermediate skills. Once you finish these activities, come back to the Garden in the Militia and receive a token for your accomplishments.

- Get Knighted - Scheduled in Poppets Pasttymes
- Learn a dance from the townsfolk - Scheduled at Maypole or upon request
- Participate in a May Pole - Scheduled at Maypole
- Hear the discipline song to learn what to NOT do - Upon request in Militia encampment
- Learn how to reverence - Upon request throughout the shire
- Attend a Costume lecture - Scheduled at stage
- Participate in either the Costume Contest (13 years & up) at the main stage or Fashion Parade (12 years & younger) at Poppets Pasttymes – Scheduled

*Advanced skills* - Learn the histories necessary to understand the political difficulties merchants face.

Once you are an intermediate journeyman, become an advanced journeyman by completing the activities in the advanced skills. Once you finish these activities, come back to the Garden in the Militia and receive a token for your accomplishments.

- Learn Tudor family history - Upon request at Noble Glade or Militia encampment
- Learn the Guild structure of the Merchant Adventurers - Upon request in Militia encampment