

# The Guilds

A 15th Century Master Armourer  
(Armour maker).

Every skilled craftsman was a member of a guild. Guilds controlled the quality and price of items. They also looked after guild members and their families if they became ill or died. This armourer spent 7 years as an apprentice before becoming a journey man, then creating his 'masterpiece' to become a master armourer.

