

## The Dark Ages: 950-1050 AD

*"After day comes night. The time of men will pass and they will return to where they came from." – The Necronomicon*

Players and keepers are not usually acquainted with the “Dark Ages” era that serves as a setting for Cthulhu Dark Ages adventures. This chapter provides some general historical context. Many “props” for a realistic Dark Age setting can be found in the glossary. Particular historical points are dealt with in the scenarios. When in doubt, apply friendly stereotypes...

The year 955 was a turning point in the history of the Occident. That year, Otto the Great crushed the Magyar cavalry on the banks of the river Lech, thereby putting an end to the age of invasions.

In the Dark Ages that followed, the Occident struggled hard to recreate its unity, a foundation on which, one century later, a new civilization would grow that would become our modern world.

The Dark Ages describe the twilight zone before the last age of History - ours. And while feudal warlords shared the land, defining a new temporal order, a monastic reform was silently sweeping through the Christian world, bearing a new spiritual order.

### The World

Scholars of the Dark Ages pictured the universe as being made of several spheres revolving around a spherical earth, and carrying respectively the stars, the planets, the sun and the moon.

#### MAPPA MUNDI

The few world maps of the Dark Ages pictured the earth's surface as a disk. The northwest quadrant represented “Europe” and the southwest quadrant Africa, the two being separated by the Mediterranean Sea. This Occidental half-disk was separated from the Oriental half-disk – Asia – by the river Don to the North, and by the river Nile to the South. At the center of everything lay Jerusalem.

Thanks to the mild climate that prevailed in the Dark Ages, the Occident was covered by one vast primeval forest, except for flatland moors, mountain tops and Mediterranean scrublands. Birches were then covering Greenland and Iceland.

People of that time were basically forest dwellers. Wherever they looked they saw a tree line, and wherever they walked or rode they crossed the forest, and often got lost on the way (maps and the compasses were yet to be invented)!

#### Time

Dark Ages people relied on the cockcrow to give the signal for dawn, or listened to the bells sounding the canonical praying hours in a nearby monastery. Observation of the position of heavenly bodies was often accurate enough to know the time.

The only “clocks” were the sundial, the sandglass, and the *clepsydra*. Nighttime was mainly measured in terms of “candles”.

The year was naturally divided into seasons and into weeks with the Sunday rest, and punctuated by religious fetes, celebrations and fasting periods.

In the Dark Ages clerics kept track of the year, the month (*kalendes*) and the day of the month, and computed the date of Easter, etc. New Year's Day did not start on the January 1st, but varied from place to place. At the Chancery of the King of France it was the first of March. In Germany and England, it was customarily Christmas. According to the most widely accepted chronology, the world would be 4952 years old in 1000 AD, and scholars thought they were living history's last age: the sixth age.

#### Languages

Occidental languages were split into two groups: Romanic languages - Italy, France, Spain - and Germanic languages - the Germanic Empire. Each language group was in turn subdivided into a patchwork of dialects.

Except in Italy and to some extent England, the majority of laymen were illiterate.

Since Latin was the language of the Church, of clerics and of monks, it was *de facto* the most widespread of languages. Indeed monastic and Episcopal schools dispensed lower and higher education in Latin. Clerics – ministers, ambassadors, interpreters, jurists, and secretaries – conversed in Latin and wrote all letters and legal documents in Latin. Monks chanted in Latin and priests preached in Latin. Of course, laymen didn't grasp a single word of it!

#### Religion

Catholicism was the official religion of the occidental world. There were churches everywhere. Parishes were landed estates, and the priest was supported by the tithe levied on the believers. The priest was a servant of the parish owner.

Priests implemented the mission of the Church to baptize, celebrate mass, give the sacraments, communicate the faith and uphold morals in their rural parishes. Besides that, Church imposed a few duties like Sunday mass, the observance of fetes and fasting, and rules for births, weddings and deaths. Non-observance of these rules was sometimes followed by physical punishments (e.g. pulling out teeth).

In short, priests were in charge of the *cura animarum* - the care of souls. Note that most of them lived with a concubine. Itinerant officers of the local ecclesiastical authority supervised parish priests in their mission. A priest was not allowed to cross parish lines to administer penance without the bishop's permission.

From the humble parish priests to depraved popes, the whole clergy was integrated to the feudal system. Archbishops for instance had the same worries and ambitions as their lay counterparts. There were even warrior-bishops who fought with maces!

### EXORCISTS

In 250 AD, the Church instituted a new order of low-ranking priests: the *exorcitate*. Upon a successful exorcism the exorcist was promoted to full-fledged priest. Exorcism consisted of a solemn address to the demon to leave the body, backed up by three sacramentals: water, salt and oil.

### PILGRIMS

Pilgrimage, together with the cults of saints and relics, is a characteristic of the Dark Ages. The supreme pilgrimage was the journey to the Jerusalem (six months of travel from South France).

### HERMITS

Hermits lived in solitude, tried to attain exaltation through cold and hunger, or by accomplishing some exhausting work.

The most widely accepted Christian belief was that of the immortality of the soul, and the concept of eternal punishment in the pits of hell. However, only few lived a pious life in accordance with the Holy Scriptures, while the vast majority of people believed they could buy their way into heaven with testamentary gifts. Another common practice among the most privileged was to obtain salvation of the soul by becoming monks on their dying beds!

### HERESIES

Around 1000 AD appeared the manichean heretic movement, embracing peasants, nobles and clerics alike. Manicheans rejected the ecclesiastical hierarchy, and did not believe in the necessity of baptism and other Christian rituals. They did believe however in a self-created universe and in the harmlessness of adultery!

Christianity had not yet eradicated the pagan spirit (*paganum animum*): everywhere people tried to invoke rain by way of magic, and worshipped ancestors, nature's spirits and heavenly bodies. They celebrated New Year's Day on the first of January by offering a feast dressed as stags or cows, and going on a roof or at a road crossing to read the future. They were afraid of the dark and of the demons of the night.

Some women believed that they could fly to the clouds, travel great distances and combat other flying women. The first records of demon worshippers also appear in the tenth century.

Germanic and Slavic people only reluctantly adopted novelties like the wheeled plough and water mills. They feared the nature spirits' anger, and appeased them with little effigies, offerings and invocations.

### CONVERSIONS

Many pagan kingdoms were Christianized during the Dark Ages. This process was usually initiated at the highest level, and then forced upon the rest of the population through large scale baptism and the eradication of the old cults and their priests or priestesses.

Why did heathen leaders convert to Christianity in the first place? One common problem of paganism was its lack of structure, hierarchy and decorum. Conversely, Christianity had plenty of those, hence it was able to provide newly formed nations with a unified spiritual identity that strengthened the power in place.

## Monks

In the tenth century monasteries experienced a rebirth. The reforming movement, the aim of which was to "free Church from the hands of laymen", started in the abbey of Cluny. Cluny depended directly on the Holy See in Rome, and was not owned by a lord, as was still the custom.

Clunisian monks lived under the strict Rule of Benedict of Nursia, sixth century founder of western monasticism. In 1000 AD, there were hundreds of abbeys and priories, and thousands of monks submitted to Cluny. This praying community set an example of sanctity in the spiritual chaos of the Dark Ages. Great abbots became very famous and very influential men. They were often travelling, accompanied by escorts of armed monks.

The wealth of some abbeys was such that they were not too vulnerable to the vicissitudes of the time, like famine. On the other hand the same wealth sometimes corrupted the good monks, some of whom took wives and indulged in gluttony and sloth. This decline in monastic values eventually prompted the Cistercian Benedictine reform – a return to basics - in 1098 AD.

Monasteries also functioned as hostels for the most privileged and the most indigent. Exemplary monasteries like Cluny had a hostel outside their walls, with two dormitories (one for men, one for women), latrines and a refectory. Monasteries also lodged pilgrims, travelling priests and monks, and the poor in the chaplaincy - the house of the poor - outside the cloister. Indigent travelers and pilgrims were sometimes given a provision of some sort (e.g. one denier) before leaving the monastery.

According to the Benedictine rule, monks had to spend time in prayer (six to seven hours a day), work (e.g. pulling up the weeds in the garden, kneading bread at the bakery) and charity. Apart from two short periods of time monks were not allowed to talk to each other (they actually developed a sign language of a few hundred words). Daily chores were entrusted to lay brothers called *conversi*, or *barbati* because they were not required to shave, or *illiterati* because they could not read.

The monastery employed many professional artists to account for the numerous paintings, jewel-stained book covers, ivory carvings, the embroidered fabrics, the crown-shaped lights made of bronze, gold or silver, and so forth. Some abbeys even housed a workshop that minted deniers - a kingly right inherited from Carolingian times. In fact, many monks were skilled craftsmen.

### MONKS

The **abbot** was the father for life of the community. All monks had to obey him without question and delay. He was sometimes seconded in his duties by a **prior**.

The **hospitaller** insured the service in the hostel, and carefully planned welcoming ceremonies. Other monks and servants assisted him in his task.

The **almoner** was in charge of the chaplaincy and cared for the sick of the neighborhood once per week, helped by a few servants. In prosperous monasteries, the almoner also organized food distribution to the poor. Clothes worn by monks for more than a year were given away.

The **bursar** was the most important officer in a monastery. He was in charge of the clothing, the bedding, and the lighting. He was qualified for collecting the rent in money coming from the abbey's lands, and the dues in kind.

The **cellarer** was in charge of the storeroom and had a flock of subordinates. The **refectory monk** directed the service in the refectory; the **loft monk** supervised the corn lofts, the water mill and the bakery; the **constable** ran the stables, and the **gardener** took care of the vegetables garden and the orchard.

The **sacristan** was the officer responsible for the church and the liturgical furniture. The **preacher** was master of ceremonies and librarian. The **precentor** was the choir master.

The **infirmarian** cared for the sick and performed the ritual bleeding of healthy monks for the Annunciation Day. The most accepted treatment against illnesses consisted in feeding the sick with meat!

#### **NUNS**

Nuns, just like monks, were served by lay sisters, but male priests acted as chaplains!

Monks slept in a dormitory where candles or oil lamps were left burning at night. A monk's bed consisted of a simple wooden frame, with a felt carpet, a straw mattress, a linen sheet and a cushion filled with straw. In winter each monk got a blanket of hairy fabric or goat or lamb skin.

Monks were required to wash their faces and hands everyday. They took two warm baths per year in large vats, one before Christmas, the other before Easter. Monks also shaved their beards once per month.

#### **COSTUME**

Monks wore a plain black habit with an outdoor hood or cowl and a scapular (long narrow sleeveless outer cloth draped over the basic tunic). They had simple shoes or sandals, wore a leather belt and carried a knife. The belt also served as a disciplinary aid in self-flagellation. Each monk also received from the abbot a pen, a needle, a towel, and a writing tablet.

The nun's costume was similar to the monk's, with the hood being replaced by a "wimple" and a head veil. Habits were white, black, or mixed.

#### **DIET**

Lunch consisted of two meals: one of beans or peas, and one of "herbs". Now and then monks were also served eggs and cheese. On Sundays and Thursdays, fish was added to the regular menu. Bread - one pound per monk - was a constant, as was wine - one cup. Supper (*cena*) consisted of bread with fruits or "oublies", a sort of thin pastry. On fast days (most of the year except for fetes and the period from Easter to Pentecost) supper was the only meal.

Novitiate lasted for about a year. The novice was a man willing to "embrace the rule". The monastic order also welcomed "oblates" children - often second-born sons noble families - brought to the monastery by the parents with an appropriate dowry. Finally, monasteries also educated gifted peasant boys especially chosen by the abbot, such as Gerbert of Aurillac, who eventually became Pope. Boys and novices were not allowed to mingle with the monks until they had taken the vows.

One kind of monastic school located outside the cloister was open to peasant children, and another kind was reserved to oblate children, who were taught to read Latin and to calculate. Saint Gall, Reichenau and Fulda had famous schools. Teaching was strictly oral, and consisted of simple arithmetic and catechism.

## **Farmers**

Most farmers of the Occident were feudal tenants: their lord granted them plots of land ("tenures") for cultivation in exchange of certain services, among which the obligation to cultivate the lord's *mansus*.

Every tenant had a few strips of land to cultivate. Ploughing was done with the swing plough or the wheeled plough, and harvesting was done with the sickle. Once the ears of the corn were cut, the hay became common property until the new harvest. In the Dark Ages rotation of crops was unavoidable, for lack of a proper fertilizer. The biennial rotation widespread in Mediterranean regions consisted in sowing a field every other year only. In northern Europe the 3-year rotation prevailed.

#### **THE SOCIAL PYRAMID**

Farmers represented about nine tenths of the population of the Occident (in contrast to three-quarters in Byzantium). Some 45000 souls therefore supported a cathedral city of 5000 souls, working the soil or the sea all about. Such cities were at least 50 miles apart, two to three days' marching.

Some 4500 peasants in surrounding villages supported a town of some 500 souls, residence of a local warlord and his garrison of 10 to 20 warriors. Towns were at least 5-7 miles apart, a two hours walking.

Farmers actually showed a wide spectrum in conditions, from quasi-slaves - serfs - who could be sold as property, to freemen or colonists, who benefited from reduced rents and obligations. A few possessed a plough or a harrow and a team to pull it, but the majority had to rely on their own strength to pull the plough.

The most gifted farmers went into service with the lord as squires or as sergeants (from *serviens*, servant) who collected taxes and fines, and dealt with merchants. Large abbeys delegated the administration of their domains to a mayor (*villicus*). In the Empire there were also "ministers", i.e. favored servants who fulfilled courtly or knightly functions for their lord.

#### **RURAL CALENDAR.**

**March:** prune vineyard; **April:** animals pasture, weeding, plant and prune fruit trees; **May:** gather fodder for horses

and fasten vines; **June:** ploughing, sheep shearing; **July:** hay-making; **August:** harvest; **September-October:** gather and press grapes, sow; **November:** put wine in barrels, thresh wheat, take pigs to graze in the forest; **December:** slaughter pigs.

#### **COSTUME**

Men wore breeches and a long shirt that fell down to the thighs, in the fashion of their ancestors. Women wore very simple dresses and children wore one-piece smocks. Wooden soled shoes and small boots were quite common, but the most common footwear consisted of strips of cloth intertwined around feet and lower legs - socks.

#### **DIET**

The basic diet consisted of rye, oats, barley, and to a lesser extent wheat: farmers who could afford the lord's oven baked their own bread; the others ate porridge day in day out, seasoned with herbs or peas. Corn was also used to brew ale, which was safer than water. The fruits of the forest and the products from their vegetable gardens complemented the farmers' diet. If they could afford to keep livestock, they may even have eggs and milk, and occasionally boiled or salted pork.

Farmers sold surplus at village fairs where they could earn a few deniers for paying off taxes, i.e. the dues, the tithes and the "tallage".

Blacksmiths (about one in every other village) were simple tenants like most farmers, and paid their dues in kind to their lord with the weapons and the horseshoes they crafted.

#### **HUTS AND TIMBER HALLS**

A representative southern Europe village would consist of one street flanked by stone houses, and one tower at each end (Catalonia).

In northern Europe, wood prevailed, and a village was a cluster of huts, silos, ditches and timber halls (Brittany). About one village out of two had a stone church with a cemetery.

The basic design of buildings was rectangular with a roof of thatch or shingles that sometimes extended to the ground. The only opening was the door. Sizes varied greatly: the smallest huts had no walls as such, and larger timber halls had one or two rows of vertical posts that supported roof beams, thus defining aisles and bays. The central fireplace was at ground level, and marked by stones.

Close to the houses and within the village stockades, farmers kept fenced vegetable gardens, fruit trees, and hemp beds.

Villagers hunted in the surrounding forest, gathered fruits, beechnut for oil, moss and dead leaves for litters, wood for their houses, fences, and tools, and for their lord's castle, roadwork and bridges. They even left their animals to graze in the forest.

There were also "woodsmen" who led a nomadic life on the fringe of the village community, in the lord's forest: some were coalmen and produced charcoal for ovens, or the ash for making glass and soap. Others made creeper ropes and ground tree bark to produce the tan for tanning

leather. A few were specialized in collecting honey and wax from wild bees.

## **Warlords**

The feudal anarchy arising after the downfall of the Carolingian Empire had seriously eroded the prerogatives of kings, and tore apart the very fabric of their kingdoms. Kingdoms broke up into principalities, and principalities broke up into fiefs: much of the old power of counts and princes shifted to the benefit of small warlords and religious immunities. New strongholds and castles sprouted everywhere: on the site of an antique institution, an outpost, a *vicus*, etc.

These warlords all had different origins: many descended directly from an ancient lineage of clan chiefs or landowners. Lords either lived with their great lord, or were "housed" (*casati*) on a fief of their own. There were also bold adventurers who simply took over land with ten or twenty companions, and settled in before anybody could throw them out. A Dark Ages dictum said: "no land without a lord"!

#### **PORTRAIT OF A WARLORD**

A shaven man with short hair, tunic falling to his knees, baldric girded around the loins. He is equipped with a horn, a small whip, a sword, a flintstone and the iron to strike it, the oak branch to set afire, spurs. For his warhorse: a fur saddle with stirrups, a cloth cover on the croup, and a bridle. His battle gear consists of a sword, a lance, a helmet, a chain mail and a shield.

#### **DIET**

Unlike his tenants, the lord's table was abounding with meat (served by an attendant on a large slice of superior bread) and wine. Apart from one knife, everybody ate with his or her hands.

Housed warlords had two things in common: above all they were "knights", i.e. heavily armed horsemen and military leaders. Secondly, a warlord possessed a stronghold where he and his clan could hide from enemies and happily oppress inferiors. It was usually a timber hall with one storeroom and a corn loft or an upper floor for the lord's chamber.

During the Dark Ages however, a new type of stronghold appeared in France: the moat-and-bailey stronghold.

#### **A MOAT-AND-BAILEY STRONGHOLD**

The stronghold was built on raised ground or a man-made earth moat, right over ground water. It consisted of a square wooden tower with a first floor hall raised on a basement, and possibly one or two extra storeys, all connected by an interior ladder-like stairway. The top of the tower was used by a watch. Windows were simple openings that could be covered with boards. The basic furniture of Dark Ages strongholds were large beds, long tables consisting of planks laid across trestles, and benches.

The basement was dug into the moat, where food stocks were kept along with the lord's "treasure". The well was usually located in the basement.

The ditch surrounding a moat was reinforced by a wooden palisade (in some yet rare instances, a stone wall) and a gatehouse. The outer defenses enclosed a “bailey” with outbuildings like the communal oven and the kitchen, latrines, stables, kennels, and the barn. It took a hundred workers about a month to build a moat-and-bailey stronghold with a 100 feet diameter, 50 feet high moat.

In his spare time the lord played war games: he hunted, played chess, or participated in tournaments. These battlefield simulations, not necessarily reserved to the aristocracy, were far more informal and improvised than later in the Middle Ages. Therefore tournaments were rather dangerous, if not as deadly as the ancient Roman games they originated from.

### Princes

Great lords rivaled kings in terms of power and riches. Their main obligation to the king consisted of the military aid they owed him, but in practice they did pretty much what they wanted. In fact, principalities - not kingdoms - were the real political hearts of the Occident.

#### PORTRAIT OF A GREAT LORD AND HIS LADY

A bearded man, wearing a large lustrous cloak attached to the right shoulder by a precious brooch and under the cloak, a blue shirt falling to the calves. He wears red “chausses” and black pointed shoes with a golden rim. His lady wears a long linen or silk veil (*pallium*) covering the head and closed at the neck by a jewel. The veil opens on a long embroidered shirt hiding the feet, with wide sleeves and golden braids. Underneath she wears a skintight chemise.

The prince’s main residence was his palace. The staff consisted of servants, guards, clerics and craftsmen. Princes were on the move most the year, meeting their peers or making pilgrimages, stopping off at their many country castles.

#### THE PALACE

Typically a palace would consist of a defensive wall enclosing domestic dependencies, a long timber warehouse, a chapel and a stone or brick building with the ceremonial room (aula) on the first floor where the prince discussed matters of politics and religion with visiting vassals, bishops and abbots.

#### A CASTLE

The first floor of the stone tower was without openings and used as storeroom. The second floor was the living room of the lord and his suite and was provided with a fireplace and groined bays. Inside the defensive walls one found barracks for the garrison (provided in part by vassals and allies), shelters for the servants and the craftsmen, and barns.

During the Dark Ages, war mainly took place between lords, between princes and vassals or between king and lords: Apart a few notable exceptions there were strictly speaking no “international” wars.

The reasons to wage war were material ones: land, strongholds, cities, etc. Therefore war basically consisted of sieges, burning down entire villages, and slaughtering and raping at will.

Note that great lords wore heavy armor, rode fast battle horses and were worth their own weight in silver coins. Therefore they only “accidentally” died on the battlefield and when caught, the enemy usually preferred to hold them for ransom.

## Cities and Trade

In the Occidental society of the Dark Ages there was little room for trade. Everything was basically produced or gathered on the spot. Money only played a small part in the economy.

There were many reasons for this economic stagnation, the main one being the downfall of Carolingian Empire that had caused a fragmentation of centralized power and a disruption of established trading routes and posts. Muslims controlled Spain and Sicily. Vikings had devastated the ports of the North Sea. The Danube was still unsafe for navigation because of the Hungarians, despite their recent conversion to Christianity. Last but not least, Church condemned trading under the principle that “deniers do not produce deniers”.

The network of Roman roads was antiquated and only practicable by beasts of burden. Wheeled vehicles were only used for short distances. Moreover, local lords imposed multiple tolls on travelers and traders.

Rivers constituted in fact the most practical and dependable communication route. Towns along large navigable rivers were usually situated at regular intervals, corresponding roughly to a day of travel. The most important towns had a bridge.

In Germany and in the North of France, cities of the Dark Ages only survived as cathedral cities, that is residences of lay or clergy lords, and all activities were tied to the daily life of these lords.

Just like any feudal lord, the bishop was the master of the personnel and he owned all the property in his diocese. The city inhabitants were more or less under the same juridical conditions as country tenants. They were lodged, fed, clothed and armed by the bishop.

#### A CATHEDRAL CITY

The heart of a city was the cathedral district, which exhibited a cathedral, the bishop’s palace, the tower of the lay lord (*burgrave*) was responsible for the city’s protection, monasteries and Episcopal schools supervised by the chancellor, who issued licenses to teach. The schools provided higher education to form clerics.

Close by one found the houses of the garrison’s *miles*, the shelters for clerics, servants and other laymen in service of the bishop, the covered market and the shops of the craftsmen.

A description of the Arras market around 1000 AD lists the following goods: woolen cloth, fish, corn, fruits, dye, ash, wooden platters, salt, wine, cattle, wax, lard, knives, iron, scythes, spears, lamb skins, cat skins, rabbits, leather, honey, butter, cheese, gold and slaves.

The city often still had ancient Roman walls and buildings. Streets were narrow and tortuous, winding in the shadow of two-storied houses. The Dark Ages saw the advent of “outside burghs” (*forisburgus*) as merchants’ warehouses progressively outgrew the city walls. Merchants obtained new “privileges” from bishops. In fact townsmen - burghers - were about to transform the cities of the Middle Ages into real economic centers.

In Italy the lords preferred to reside in cities rather than in their countryside castles, in the fashion of their Roman ancestors. Cities like Milan and Venice were relatively large and well developed compared to their relatives in the rest of the Occident.

In the Dark Ages, most Jewish merchants were still based in far away countries like Syria, Egypt and Byzantium. Jews who lived in Occidental cities acted as moneychangers or usurers, practices forbidden to Christians but nonetheless essential for society. They bought vital goods, ovens and mills, precious metals, and some even administered the finances of bishoprics.

The Jews formed a strong community bound together by language, religion and common interests derived from their mercantile activities.

The Christian attitude towards Jews generally oscillated between indifference and esteem, although a latent anti-Semitism was always there, ready to raise its ugly snout when some natural or unexplained disaster hit the Christian community.

In the Dark Ages Vikings ruled the northern seas: they colonized Greenland and discovered North America, and they built huge settlements and warehouses in north Germany.

At the beginning of the tenth century, the Swedish Vikings – the “Russ” - were well established in Russia. As soon as the snow melted, Scandinavian boats navigated the Dniepr from Kiev to the Black Sea and Constantinople. There the “Russ” traded honey, furs and slaves for spices, wines and silks.

#### **A GORODA**

Russian cities like Novgorod or Kiev (there were about a hundred of them) consisted of a wooden palisade enclosing three districts: the merchants, the craftsmen and the soldiers’ districts. Craftsmen worked metals, leather and bone, and made oil and cloth. Around this core grew lively suburbs where hunting, farming and gathering products (furs, honey, wax) were exchanged against iron and salt.

#### **EXPORT**

The Occident exported salt, wine, corn, fish (salted or smoked); linen, black woolen cloth from the Rhine, reddish woolen cloth of the Swabs, precious Flemish cloth; wood from the Trentino and Appenino forests; sickles, knives, Frankish weapons, Bohemian tin, copper and silver from Harz, Bohemia and Slovakia, Slavic gold, brass, lead, iron from Brescia, Carynthia and Styria, etc.

Byzantium exported products from the Black Sea and the Orient, silk, spun gold, wines, spices, perfumes, incense, slaves, black fox fur, etc.

## **Technology**

The sack of Rome in 410 AD marked the end of the Roman Empire, and thus the beginning of the Middle Ages. Most technological and scientific advances of the one thousand year old civilization were lost to the barbarian kingdoms, or survived in some crude form - and so it was in 950-1050 AD. The Christian Occident only started to rediscover the lost knowledge via the Arabs of Spain and Sicily, whose science was based on that of ancient Greece, Persia, and India.

The above is particularly true of medicine. Although the medical science of the Romans would appear rudimentary by today’s standards, they did perform simple surgery and dentistry, knew how to cauterize and suture wounds, and how to disinfect them with wine (which was incidentally also the “anesthetic”). In contrast, health and hygiene in the Dark-Ages Christian world devolved to a messy affair of total ignorance, dogmatic misinterpretation of the Roman legacy, and many folkloric half-truths. Occupational diseases and poisoning were commonplace, and child delivery was a death-defying business for both mother and baby. Infectious diseases were completely misunderstood and thus unstoppable, untreated battlefield injuries often resulted in massive infections and ultimately death, and so on and so forth.

In the Dark Ages only the Arabs were intelligent enough to preserve the Roman legacy and even to advance it: the first medical faculty ever was established in 978 AD in Baghdad, many medical treatises were written, and there are records of surgery to remove tumors and gallstones, etc.

A major technical breakthrough of the Dark Ages was the use of draught horses for ploughing, made possible by the introduction of horseshoes and rigid horse collars. Horses were put to good use in the fields: hitched up in line, they pulled the plough and the harrow much faster than oxen, and they were more resistant too. But both horses and oxen were expensive, so most farmers had to rely on manpower or donkeys.

Milling the corn and the hay was done in water mills, and there were special beer-mills to mill hops, iron-mills for the iron industry, and fuller’s earth-mills for the textile industry. Again, renting the lord’s mill was expensive, hence many farmers still relied on the ancient custom of hand-milling. Some mills were floated in the middle of rivers to increase their power.

One corn mill was sufficient to support the needs of about 50 peasant families.

Iron ore, copper, salt, gold and silver were traditionally dug up in opencast mine pits (in some places galleries were dug, and gold was also sought in riverbed sands). Miners were simple tenants like most farmers.

Ore was melted in primitive ovens. Iron was so rare in the Dark Ages that the need for weapons left little over for agricultural tools: wooden tools - *ustensilia lignea* - predominated.

Mineral salt was extracted from pits by first dissolving it with water. The mixture was hauled out of the mines with cranes and then boiled in big cauldrons until complete evaporation of the water. Salt was of course produced in coastal salterns too.

Textile production was tied to the exploitation of the land, since it depended on wool, linen and hemp. The women dyed fabrics with natural dyes like madder and vermillion, and made clothing. Their tools were the distaff, the spindle and a simple upright loom operated by one person.

Leather was typically made from ox, goat, lamb and wolf skins. Fur coats were made from lamb, marten, mole, otter or beaver skins. Both leather and fur were processed by specialized craftsmen.

Glass working was uncommon during the Dark Ages, and most glass artifacts were luxury goods. The technology was not yet advanced enough to produce either clear glass or sizeable glass panels.

## A Quick Tour of the World

**ARAB WORLD:** vast urbanized empire, spanning North Africa, two-thirds of Spain, Sicily and the Near East, with the fabled capital Baghdad. The Arabs were unequalled scholars in Mathematics, Medicine, Alchemy, and Astronomy. Despite the unifying Islamic culture, the Dark Ages saw the rise of political fragmentation in the Arab world. In the Dark Ages, occidentals considered Muslims as ordinary neighbors, and there wasn't any particular animosity directed towards them.

### **Cordoba**

Cordoba in Spain was the second largest city of the Occident, with over hundred thousand inhabitants, one order of magnitude more than western capitals like Paris, London, Rome or Aachen. The city counted more than hundred thousand houses, seven hundred mosques, seventy libraries, and one university (still to be invented in the Occident). The streets were paved and lit at night! Near the Great Mosque and its thousand columns, streets were even covered with carpets. The brick houses were built in the style of North Africa and the Middle East: the largest ones were two storeys high, enclosing gardens and fountains, and equipped with a well or water cisterns.

### **Baghdad**

Baghdad was one of the largest and wealthiest cities of the world. A triple circle of ramparts, 360 towers, and four gates defended the "Round City" as it was also called. On a moat at its very center stood the great palace and the great mosque. Suburbs surrounded the city with the huge al-Karkh market to the South, and the city wharves to the east, on the river Tigris. Two pontoon bridges crossed the river to the east bank and its growing suburb. Baghdad had state hospitals and close to thousand official doctors of medicine.

**BYZANTIUM:** the civilized Eastern Roman Empire, center of religious orthodoxy. The centralized political administration controlled the economy via large corporations. Territory divided into military provinces called "themes", ruled by military governors, and provided with a network of castles. Poor road system though (goods were carried on the backs of pack animals or women!). By 1020 AD, the Byzantine ruled the Balkans, from Hungary to Armenia. Commercial relations between Byzantium and the Occident (especially Italy) were quite frequent, but nonetheless tainted by a definite mistrust.

### **Constantinople**

The capital Constantinople surpassed ancient Rome in size and in beauty. Constantinople was Europe's largest city, counting close to a million inhabitants, and defended by a fifteen-mile long triple defensive wall with fifty gates. It had long avenues bordered with countless marble columns, public baths covered with mosaics, many basilisks and forums, aqueducts, cisterns and sewers. Constantinople was the focal point of trade routes to and from the

Occident, Scandinavia, Russia, Persia, Ethiopia and even China.

**GERMAN EMPIRE:** two-thirds of the Holy Roman Empire were still virgin forest in the Dark Ages - *terra incognita!* The Empire lay east of the Meuse and reached as far as Bohemia. The North Sea coast of the Empire extended from the fens of the Netherlands to the great northern plain.

The emperor (*Imperator Romanorum Augustus*) was elected by the nobility of the four duchies: Saxons, Franks, Bavarians and Swabs. Bishops and abbots who controlled much land and provided part of the emperor's army held the highest functions of the State. German bishops even ruled the bishoprics of Bohemia, Hungary and Poland.

The eastern marches were Christianized in the tenth century and colonized in the eleventh.

Attempts to restore the grandeur of the Carolingian Empire yielded mixed results. Nevertheless, the centralized power (i.e. the Emperor, imperial bishops and *pagus* counts - judges) was quite well respected, thereby delaying the fragmentation of authority by the great nobility, as had already happened in France.

**KINGDOM OF BURGUNDY:** wealthy kingdom around the Rhone-Saone valley, west of the Jura and the Alps, including the warm Provence and its Roman way of life.

**KINGDOM OF ENGLAND:** Kingdom torn between the Danes, the Anglo-Saxons, and the Normans of the duchy of Normandy in France. Land divided into shires and "hundreds" ("vavnatak" in Danish areas). The formation of principalities wasn't felt in England at the same time, or with the same force than on the main land.

Hundreds had the responsibility to enforce local justice (Malls were held once per month). The earl was the royal officer of a shire responsible for raising military forces and implementing royal justice. Shire courts were presided over by bishop and sheriff - a minor royal official. The sheriff was also sent on "turns" to the local courts of the hundreds, and collected the royal revenues and taxes.

In some regions Danish farmers had settled, keeping their own laws and customs.

**KINGDOM OF FRANCE:** wine and wheat land of the Franks, with numerous cathedral cities, like Paris. Formerly Roman Gaul, it extended from the heaths of Aquitaine, in the south, to the Ardennes forest in the north. Dispute with the Empire about the Dukedom of Lorraine. The power of the King - the Duke of France - reposed on the sole domains of the crown. France was the birthplace of feudalism and feudal institutions.

France was a patchwork of strongholds in the Dark Ages, much more so than Germany or Italy. Strongholds were often not more than ten kilometers apart. In the course of the Dark Ages, France moved from anarchy to a state with large territorial principalities and well developed administrations.



**KINGDOM OF ITALY:** mountainous land of the Lombards, still attached to an urban way of life inherited from ancient Rome.

#### Venice

Venice was a city entirely living from trade. Venice exported heathen Slavs kidnapped or bought on the Dalmatian coast, to the harems of Egypt and Syria. Except for slaves, the lowest people around were sailors, craftsmen and merchants!

#### PAPAL STATES

The Papal States to the South of the kingdom of Italy were ruled by the Pope of the Western Church, bishop of Rome, Vicar of Christ, from his Holy See in Rome. The clergy and the people of Rome theoretically elected the Pope. In practice however, he was chosen by Roman nobles, which made him the instrument of political factions. Nonetheless, the clerical bureaucracy succeeded in maintaining Rome's spiritual power over Christendom.

#### Rome, the Eternal City

In the Dark Ages, Rome was a vast field of antique ruins, the remnants of the Roman civilization. Within the city walls that once sheltered a million inhabitants, a few thousands now lived in small groups scattered along the banks of the Tiber.

The Eternal City attracted a constant flow of pilgrims, the bread and butter of Rome's clerics, innkeepers, pawnbrokers, and nobles that lived in strongholds built on ruins.

**RUSSIA:** the Russian Empire - centered on Kiev - was a creation of the Swedish Vikings, and consisted of principalities. A prince was a sort of supreme judge with limited powers otherwise: he was responsible for the defense of the city and the land. An assembly of nobles and bourgeois supported the prince in his duty. The kingdom of Kiev united Slavs and Vikings into one nation, under the umbrella of the Byzantine culture and the Christian faith.

#### Kiev

A great city, capital of a powerful state, Kiev had eight markets and forty churches. Hagia Sophia was one of the most beautiful monuments of Christendom. Kiev offered large warehouses for storing goods. Craftsmen and

merchants were organized into rich guilds called "hundreds", and benefited from special privileges. It was for instance possible to obtain credit from local princes or other merchants.

**SCANDINAVIAN KINGDOMS:** Denmark, Sweden and Norway. Viking society originally consisted of clans of free farmers organized in small isolated communities, each with its own customs and its clan leader. The Viking woman had a social status not found elsewhere in the Occident, except maybe in Britain. She could possess land, strongholds and drakkars.

Denmark was a unified Christian kingdom, where feudal lords held land. The "Danevirke", a long earth wall crossing the base of the Jutland peninsula, separated Denmark and Germany.

Sweden was the only Scandinavian region that failed to become a united kingdom during the Dark Ages. Also, conversion to Christianity progressed very slowly in Sweden, and urban development stagnated.

**SLAVONIC STATES:** the Dark Ages saw the transformation of the pagan lands of central Europe into unified Christian states: Poland, Hungary and Bohemia. The Hungarians were originally fierce Asian nomads who had invaded the region between the Tisza and the Danube around 900 AD, splitting the Slavic world in two.

#### Prague

The largest northern city of the Occident, according to Ibrahim Ibn Yakub. A city of whitewashed stone, with an important craft industry (saddles, bridles, shields), and a big slave market. There, great lords could sell their serfs to Jewish and Hungarian traders.

**SPANISH KINGDOMS:** there were four Christian states in Spain to the south of the Pyrénées, squeezed between the powerful Arab state and the Christian world.

**AND BEYOND:** obviously the world was not limited to the above. The Vikings had colonized Greenland and discovered North America, and struggled with the Beothuk Indians and the Inuit. The Arabs had established trading routes to dark Africa and its famed gold. Other trading routes linked Byzantium and the Arab world to Russia, East Africa, India, and China...

## 1000 AD Costs, Equipment & Services

Listed prices are indicative for new goods. Two important factors that influence the price of an item are availability and quality.

### FOOD

12-24 breads, 2 pounds	1 denier
2 pounds of cheese	1 denier
3 dozens of eggs	1 denier
Food and lodging, 1 day	1-5 deniers
Horse fodder, 1 day	3-6 deniers

### CLOTHING

Woolen pelisse - cheap	12 deniers
Monk's cowl, hooded	60 deniers
Short cloak - superior	120 deniers
Double cloak, hooded - winter	140 deniers
Marten cloak, bonnet - noble	360 deniers

### TOOLS

Bucket	12 deniers
Awl, plane, auger, file, pliers, shears, hammer, saw	4-24 deniers
Sickle, hand ax, pickax, spade	24 deniers
Swing plow	72 deniers
Plow (iron plowshare and colter)	140 deniers

### WEAPONS, SHIELDS AND ARMOUR

24 arrows or 12 bolts	12 deniers
Scabbard	24 deniers
Helm	72 deniers

Refer also to the weapon tables above.

### MISCELLANEOUS

Resinous torch, lamp oil, candle for 2-hours worth of light	1 denier
Creeper rope, 30-ft	2 deniers
Fiber rope, 30-ft	12 deniers
6-persons tent, incl. 2 10-ft poles	360 deniers
Traveler's pack: outer wear, water-skin, knife, fishing line & hook, felt blanket, sack, flintstone & iron, whetstone	240 deniers
Warrior gear: war-horse, saddle, horn, sword, spear, helm, chainmail, shield	2400 deniers

### DAILY WAGES

Farmer, priest, servant	1-3 deniers
Craftsman, sailor	3-6 deniers
Guard, cleric, mercenary	4-8 deniers
Warrior, merchant	20-40 deniers

These values represent either equivalent earnings or hiring wages.

### ANIMALS

Farm dog	12 deniers
Sheep	12-15 deniers
Cow	24 deniers
Mule	36 deniers
Sow	12-54 deniers
Ox	24-108 deniers
Horse	240+ deniers
War-horse	600 deniers
Young slave, boy or girl	< 3000 deniers

### VEHICLES

Wheelbarrow	12 deniers
Two-wheeled cart	120 deniers
Four-wheeled wagon	240 deniers
Four wheeled cart (leathered)	360 deniers

Four-wheeled carts in the Dark Ages lacked a pivoting beam. Ox carts covered with leather are watertight.

### CONSTRUCTIONS

Commoner's hut	24 deniers
Commoner's house	120 deniers
Short wooden bridge	140 deniers
Fishery	160 deniers
Timber hall	240 deniers
Water mill	270 deniers
Small farm with land	2400 deniers
Earth and timber castle: tower, moat, stockade, ditch, bailey and gatehouse	12000 deniers

### BOATS

Rowboat	120 deniers
Raft	12 deniers
Viking Drakkar	9000 deniers
Norse Knorr	3000 deniers
Merchant boat (rowboat/pump optional)	12000 deniers
Byzantine merchant ship (incl. rowboat)	24000 deniers

## Dark Ages Glossary

**Abbey:** important monastery run by an abbot.

**Alchemy:** in the Dark Ages *Arabian* alchemy or *al-Kimia*. Mystical teachings of Arabic scholars and philosophers about the order of nature, the four elements of Aristotle (earth, water, air, and fire), and how to control their transmutation.

**Ale:** alcoholic beverage fermented from yeast, water, and malt. Safer than water!

**Allod:** land held in full ownership. Inheritance regime based on the division of the allod amongst all heirs of equal rank, e.g. all sons.

**Armarius:** librarian. Books were put in closets (*armaria*).

**Arts:** cycle of seven literary and scientific disciplines that formed the base of teaching and culture during late antiquity and the Middle Ages (see *Quadrivium* and *Trivium*). Saint Augustine's doctrine stated that the sole objective of an art should be a better understanding of the Holy Scriptures.

**Astrology:** scholarly theory by which the celestial movement of the stars (and planets) constrain "human forces" as well as the forces of nature.

**Auctores:** authoritative classical writers, e.g. Cicero, the Dark Ages reference for the art of writing, and Virgil, the reference in poetry.

**Automaton:** self-acting machine. Mechanical wonder that imitates the movements of life. One example is the animated throne of Emperor Konstantinos VII Porfyrogenetos (941), adorned with a golden tree, singing birds, and roaring golden lions.

**Ban:** power to command, to constrain and to punish. Originally a royal power, the ban was usurped by lesser lords with the weakening of public authority. E.g.: the right to rent out somebody's bull or boar, to force tenants to use one's mill, oven or wine press for a fee. Above all, the right to exert (arbitrary) justice and levies.

**Benedictine rule:** a monastic rule elaborated by Saint Benedict of Nursia in the sixth century.

**Bible, the:** the Septuagint is the first major Greek translation of the Old Testament, written in Alexandria between 250 and 150 BC. The Vulgate is the major Latin translation of the Bible, written by Jerome late 3rd, early 4th century at the request of pope Damasus. There are also scattered and partial English translations attributed to Bede.

**Boni homines:** Freemen recipients of local custom (Roman or German), presiding courts. In feudal countries, they merely assisted seigniorial courts exercising the ban.

**Books:** primarily bound, copied and stored in abbeys. The catalogue of a monastic library typically contained the books of the Bible, commentaries of the Bible, the works of Flavius Josephus, Horacius, Lucan, Perseus and Juvenal, poets of late antiquity, *historiae* and the life of saints. In the profane closet, one could find classical theatre pieces, Boece's summary of Plato and Aristotle, books treating the seven arts of the *Quadrivium* and the *Trivium*, *quaestiones medicinales* and books on the virtues of plants.

**Bronze:** many monumental bronze doors and statues were produced in the Dark Ages. The most famous bronze workshop was that of Bernard of Hildesheim.

**Canonical praying hours:** *prima hora* at dawn, *tertia* in the morning, *sexta* at noon, *nona* in the afternoon, *vesper* at sunset, etc.

**Castrum:** important fortress with many eligible parties, as opposed to lesser - and often more recent - strongholds belonging to one lineage.

**Chanson de geste:** Long epic poem, e.g. "Roland".

**Charter:** manuscript that contained the ownership titles of a physical person or moral person.

**Clepsydra:** very rare clock working with the water level of a slowly emptying recipient.

**Corn:** wheat, rye, oats, and barley grain.

**Craftsmen:** armourers, bakers, blacksmiths, brewers, butchers, carpenters, cooks, furriers, goldsmiths, locksmiths, masons, millers, painters, parchment makers, saddlers, shoemakers, tailors, tanners, etc.

**Crypt:** column-supported, vaulted chapel with curved walls, often situated under a church's choir; usually houses the bodily remains of saints (relics).

**Custom:** the established custom (*consuetudo*) was often the only recourse against arbitrary seigniorial justice (the ban) and unfair taxes (*malas exactiones*).

**Denier/Penny/Denarius:** silver coin in use in the Occident. Fictitious monetary units are the sou/shilling/solidus (12 deniers) and the livre/pound/librum (20 solidus). The Byzantine used the nomisma, and the Arabs used the dinar, both gold currencies.

**Dues (in kind):** sheaves, poultry, honey cakes, livestock, skins, clothing, etc.

**Exemption:** privilege granted by the Pope to a monastery that more or less freed it from the control of the bishop.

**Familia:** group of servile workers housed and fed by a master, and who owed him all their work force.

**Fetes, Christian:** the three oldest and most important ones are: Christmas (Christ's birth on December 25<sup>th</sup>), Epiphany (January 6<sup>th</sup>), and Easter (Christ's resurrection on the Sunday following the first full moon after the vernal equinox). Lent (40 days of fasting) and the Holy Week before Easter are very important too.

**Feudalism:** relations that took place between the dominated class (peasants) and the dominant class (nobility).

**Feudal system:** system of man-to-man ties that structured the dominant class (*potentes*). The practical aspects of this system consisted of swearing fidelity (*fidelitas*) and paying homage (*hominium*) to one's lord, in exchange for the fief (*feudum, beneficium*).

**Fief:** administrative domain of a lord.

**Fish:** commonly consumed fishes were salmon, lamprey, cuttlefish, carp, trout, eel, barbel, roach, chub, and also mullet and herring. Fish was traditionally salted or smoked.

**Forest fruits:** apples, pears, plums, chestnuts and hop cones.

**Frock:** outer robe-like garment worn by a monk.

**Fruits:** fruits were very varied, e.g. quinces, peaches, medlars, walnuts, hazelnuts, cherries and strawberries.

**Greek fire:** incendiary substance made of naphtha, quicklime and sulfur, and almost impossible to put out. To be flung at enemy buildings with catapults.

**Haus/Domus:** house. In the high aristocracy, the “house” consists of the direct family, a chaplain, household officers (seneschal, constable, marshal, etc.) who were sometimes granted a fief for support, a few clerics, servants and even prostitutes.

**Hawking:** hunting “sport” imported from the plains of Asia, and growing in popularity.

**Herbs:** vegetables; lentils, leek (eaten raw), cabbage, lettuce, chervil, parsley, watercress.

**Historiae:** History annals (manuscripts). Men of Church, who conceived history in a biblical perspective only, wrote *historiae*.

**Immunity:** institution that closed a territory (usually a religious domain) to royal officers; the beneficiaries of the immunity fulfilled the tasks usually reserved to the public authority (e.g. justice).

**Indulgence, partial:** the payment of money in lieu of penance. Standard practice from the 11th century onwards.

**Itineraria:** lists of region and city names. *Itineraria* are inherited from the Romans and regularly updated. Used for military expeditions, travels and territorial divisions.

**Joculatores:** wandering minstrels, professional entertainers. *Joculatores* might also juggle, ropewalk or sell sexual favors.

**Languages, written:** most widespread in the Occident is Latin (Roman Catholic Church). “Vernacular” languages are second best but rising: (Old High) German in the Empire, (Old) English in England, (Old) French – a simplification of Vulgar Latin – in France and Burgundy, “Glagolica” script throughout the Slavic world, and Syriac in Western Asia as a replacement of Greek. Arab used in the Arab world, including Southern Spain.

**Magyars:** heathen Hungarians.

**Maleficia:** potion, supposedly magical.

**Mall:** public assembly of justice enforcing the “custom”, as opposed to seigniorial justice (the ban). Defendants were rarely acquitted or executed (nobles were beheaded, others hanged), as most were simply banned.

**Mansus:** type of landholding. One distinguishes between the master’s *mansus* (representing up to a half of the arable land) and the farmers’ tenures.

**Mappa mundi:** symbolic world map.

**Mead:** alcoholic beverage fermented from honey and water.

**Miles:** “soldier”, or mounted warrior. A feudal warlord typically had 10 to 20 *milites* in service or hired.

**Music:** typical musical instruments are drums, the tambourine, flutes and strings. The Dark Ages are also famous for the monks’ Gregorian chants.

**Ordeal:** severe physical test that a crime suspect had to go through to prove his innocence in the face of god (e.g. having no marks from putting one’s hand into fire or boiling water, or holding a white-hot iron). Another favorite of the Dark Ages was the “judicial duel”, whereby the duelist who died was decreed guilty. *Post mortem!*

**Pagus:** “country”, district of a county.

**Parish:** one village out of two possessed one, and none in the frontier marches. Most churches were built in stone,

and the dead buried next to them. Note that stone itself was not used as a decorative element. Rather, mosaics and mural paintings embellished surfaces. Parishes provided sanctuary to wanderers, fugitives and strangers. Some churches had special huts for that purpose. In theory, no armed or mounted man was allowed to enter the church.

**Peace of God:** movement started by the Church in the 980s. This movement had two objectives: limit the brutalities of the warrior aristocracy, and protect the victims of these brutalities. The decisions of the assemblies of Peace, expressed in council canons aimed above all at protecting the persons and properties of non-warring parties (clerics, farmers, and merchants). The “Truce of God” forbade to battle from Friday to Sunday, during Lent or other liturgical events.

**Priory:** small monastery - sometimes with only a handful of monks - lead by a prior.

**Privileges, urban:** clauses like the inviolability of homes against public officials, the suppression of judicial duels, and the ban on legal proceedings against burgess outside the city.

**Quadrivium:** scientific disciplines of the liberal arts: music, astronomy, arithmetic and geometry.

**Quaestiones medicinales:** very widespread teaching technique for medicine consisting of questions and answers.

**Reform:** aimed at the purification of the morals of the clergy, and the independence of ecclesiastic power with respect to the secular power.

**Relics:** relics come in 3 classes. First are corporeal parts of saints and artifacts from Christ’s passion and death, e.g. Christ’s crown of thorns at the Cathedral of Notre dame in Paris, chunks of the true cross in Paris again (as well as three of the four nails), Rome, Brussels, Oviedo, and the lance that pierced Christ’s side, of which the blade seems to have been lost. Second, articles of clothing or household artifacts touched by saints. Third, items that have touched first or second class relics.

**Runes:** religious and magical ideograms. The runic alphabet was used in Germany and Scandinavia.

**Saltus:** non-cultivated part of the land - forest or fallow land - used for gathering, hunting and rearing.

**Saracens:** heathen Arabs from south Spain and Sicily. Unequaled scholars.

**Scholasticus:** literally “that belongs to the school”; person responsible of a monastic or cathedral school. The scholastic philosophy designates all of science and theology in the Middle Ages.

**Scriptorium:** copying workshop in monasteries.

**Slavs:** heathen people east of Germany.

**Tariff penance:** ancient judicial custom of the Germans, adopted by Church, in which sins and crimes were inventoried with appropriate punishments, e.g. days of fasting (bread and water), prayers or pilgrimages. Hardly applied in practice. Secular justice was arbitrary or simply lacking, or rooted in personal vengeance and vendettas. God was the ultimate judge of course, and life was cheap indeed!

**Technographs:** authors of *artes*, i.e. manuals for the basic and practical teaching of a discipline.

**Tenure:** strips of land attributed to one farmer. A tenant owed the dues in kind and the labor service to his lord and the tithe to the parish priest.

**Treasures:** denier chests, jewelry, silver and onyx vases, crucifixes, chalices and other liturgical objects in solid gold, holy relics in precious reliquaries, wooden statues of saints sheeted in gold, ivory sculptures, miniatures, magnificent sacerdotal clothes, all in purple and gold, precious silken cloth, etc.

**Trivium:** literary disciplines of the liberal arts: grammar, rhetoric and dialectic.

**Tropes:** sacred theatre, in Latin, as opposed to the mimed theatre dating back to antiquity, which was partly obscene and strongly reprovved.

**Venison:** small game, deer, wild boar, and bear. Meat was spiced with thyme, rosemary and bay leaves. For conservation meat was either salted or smoked.

**Vicus:** new pole of commercial activity that formed the kernel of a budding town (e.g. a stopping-off place to cross a river or a mountain pass).

**Vikings:** heathen Scandinavians, or *Nordmanni*. Unrivalled sailors, terror of the Occidental world before 950 AD.

**War engines** (from *ingenium*, “ingenious contrivance”): battering rams, catapults, wheeled towers, balistas and trebuchets. Heavy catapults can shoot 50-pound missiles up to several hundred yards. A large hybrid trebuchet can easily hurl a 400-pound stone (or animal carcasses, or bundled humans) 100 yards away.

**Wine:** reserved to the most privileged and to the celebration of the mass. The largest vineyards were situated in ecclesiastical domains or on the banks of large rivers, since these were major transport routes.

## A Hundred Years and More

**950-986** Harald Blaatand unifies Denmark and imposes his rule on Norway.

**951** Otto I the Great, king of Germany, is declared King of Italy. He actually managed to impose his authority 10 years later.

**954** Hungarian raids in Germany and Italy.

**954-994** Following Aymar, Maieul, fourth abbot of Cluny (Abbey founded in 909 by William the Pious, Duke of Aquitaine).

**954** France: death of Louis IV; his son Lothaire succeeds him under the tutelage of Hugh the Great, Duke of the Franks.

**955** Battle of Lechfeld (August 10th): Otto I vanquishes the Hungarians.

**959-975** Edgar rules over England. The archbishop Dunstan crowns him in 973.

**960-992** After the conversion of duke Mieszko I in 966, Poland becomes Christian and has its own bishopric (Posen). Mieszko seeks the support of the Empire by becoming the “friend of the Emperor”. He places his land under the protection of the Pope (985).

**961** The Byzantine, under the leadership of the general Phocas, conquer Crete, then Alep (Syria) in 962. Nicephorus II Phocas is emperor from 963 to 969, and campaigns against the Arabs in Cyprus.

**961-972** Kingdom of Kiev: Sviatoslav dominates international trade routes and clashes with Byzantium.

**961-976** In Cordoba, Kalif al-Hakam II, son of Abd al-Rahman III, continues the work of his father who pacified Muslim Spain (al-Andalus).

**962** Otto I crowned emperor in Rome by the Pope John XII: The Ottonians restore the Holy Roman Empire.

**963** Otto I deposes the “unworthy” Pope.

**969-976** Apogee of the Byzantine Empire under the rule of John I Tzimiskes. Russians thrown out of the Balkans; eastern Bulgaria becomes a Byzantine province. John also conquers Syria and Palestine.

**973-983** Empire: Otto II succeeds to Otto I, and marries Theophano, the niece of the Byzantine Emperor.

**975** A Pisano-byzantine fleet attacks Messina.

**976-1025** Basil II “the killer of Bulgarians”, defeats the Bulgarian King Samuel after a 20 year war. He promotes the propagation of the orthodox faith in Russia by giving his sister to the Russian prince Vladimir in 989.

**977-1002** Abusing the youth of the new Kalif Hisham II, son of al-Hakam II, who is only 10, the vizier Almanzor establishes the Arab domination over Spain (Omeyyad dynasty).

**978** First teaching hospital: medical faculty of 24 physicians established at the al-Bimirastan al-‘Adubi by ‘Adud-ad-Dawla, in Baghdad.

**978-1015** Vladimir I “the Bright Sun” becomes sole ruler over the Russian princes of the Kingdom of Kiev. He marries the sister of Basil II, Princess Ann, and after his baptism in 988, Kiev becomes a religious center of orthodoxy.

**978-1016** The king Ethelred vainly tries to stop the Danish invasion of England, started in 980, by paying them large tributes (Danegeld). The Danes conquer England in 1013.

**982** Vikings discover Greenland. In 984, Erik the Red of Iceland reaches Greenland and establishes colonies.

**983** (spring) Mistav, prince of the Obodrites (Slavs), takes Hamburg and the Weletabs attack the bishoprics of Havelberg and Brandenburg.

**983** First custodial prison sentences (Britain): introduced under law of King Alfred for breaking a pledge. Prisoners to be fed by relatives unless they had none.

**983-1002** Empire: Otto III is ruling. Until 995 though, he is put in minority by his mother Theophano and grandmother Adelaide. In 996 he makes his cousin Bruno Pope (Gregory V) and is crowned emperor in Rome.

**985** The vizir Almanzor takes Barcelona.

**985-1014** Sven Forked-Beard Christianizes Denmark and leads the Danish army against the Anglo-Saxons in 994. Anglo-Saxon priests define the Danish Church.

**986** France: death of Lothaire: his son Louis V the “lazy”, associated to the throne since 979, succeeds him.

**987** Death of Louis V the “lazy”. At the request of the archbishop of Reims Adalberon, the overlords reject Charles, Duke of Lower-Lorraine and Lothaire’s brother, and elect Hugh Capet, who is crowned by the prelate.

**987** Crowning in Orleans of Robert the Pious, son of Hugh Capet, “associate” King.

**987** Institution of the Peace of God.

**987** Almanzor takes Coïmbra.

**988** Almanzor takes Leon.

**988** Charles, son of Louis IV, Duke of Lower-Lorraine and Carolingian pretender, takes the cities of Laon and Reims with the support of his bishop Arnoul. Laon is taken back in 991 and Charles dies in captivity in Orleans (992).

**988-1004** Abbon, abbot of Fleury-sur-Loire.

**991** (June 11th) Deposition of Arnoul bishop of Reims and election of the monk of Aurillac, Gerbert; formation of the “party of monks” that wishes to relieve their institution from the authority of bishops and only depend on Rome.

**992** First commercial treaty between Venice and Byzantium.

**992-1025** Duke Boleslas I Chobry the Brave, son of Mieszko, rules in Poland. Friendly relationship with Germany at first, but from 1003 to 1018 conflicts arise because Germany is opposed to Boleslav’s conception of a unified western Slavic state under Poland’s rule.

**993** January 31st, first saint canonization: bishop Ulrich, died 973, canonized by Pope John XV.

**994-1049** Odilon, abbot of Cluny.

**995** Eudes II becomes count of Blois at his father’s death. He seizes the county of Champagne in 1023 and tries to occupy in 1032 the kingdom of Burgundy-Provence.

**995-1022** Olof Sköttkonung, of the Upsal dynasty rules over Sweden and is baptized in 1008.

**996** Death of Richard the First; his son, Richard II, Duke of Normandy.

**996** (October 24th) France: death of Hugh Capet; Robert the Pious succeeds him.

**996-997** Uprising in the Champagne country.

**997** Almanzor takes Compostelle.

**997-1038** Etienne I finds the Christian kingdom of Hungary, with the help of German knights and Benedictine monks.

**999-1003** Pontificate of Sylvester II (Gerbert of Aurillac).

**1000** (about) Leif Erikson, son of Erik the Red, discovers Vinland (“land of pastures” in North America) on the basis of a rumor, but fails to establish a lasting colony.

**1000-1035** Sancho the Great, king of Navarre, joins Castile and Aragon to his kingdom to better resist to Muslim Spain. He extends his influence to Catalonia and in Leon.

**1002-1024** Empire: Henry II the Saint rules (crowned emperor in 1014). He conquers Bohemia and becomes king of Italy in 1004.

**1002-1031** At the death of Almanzor, rival factions fight for power and provoke the fall of the Omeyyad caliphate of Cordoba in 1031. Christians attack – this is the beginning of the *Reconquista*.

**1002** At the death of his uncle Henry I, duke of Burgundy, Robert II the Pious disputes the duchy to Henry’s adoptive son and eventually entrusts it to his second son, Henry, in 1015.

**1005-1029** Gauzlin, abbot of Fleury-sur-Loire.

**1006-1028** Fulbert, bishop of Chartres.

**1007** Foundation of the Bishopric of Bamberg; christening missions to the Slavs in the East.

**1016** Pisa and Genoa ally to attack the Arabs in Sardinia and Corsica.

**1016-1035** Knut the Great, son of Sven, King of Denmark, of England and of Norway (1028). He marries Ethelred’s widow. After his death, his sons rule over England until 1042.

**1016** Beginning of the Norman expeditions in South Italy and Sicily.

**1017** France: Hugh, son of Constance of Arles and Robert the Pious, is crowned and associated to the throne.

**1019** Kingdom of Kiev: Iaroslav the Wise consolidates the Russian unity. First compilation of the Russian code (*Russkaja Pravda*), a mix of Byzantine law and Slavic custom.

**1023** Robert the Pious and the emperor Henry II meet in Ivois (Ardennes).

**1024-1039** Empire: Conrad II rules (crowned king of Italy in 1026 and emperor in 1027).

**1024** Knut the Great occupies the March of Slesvig.

**1025** Poland: Boleslas I crowned King.

**1025+** Decline of Byzantium because of rampant feudalism: the state grants lands to maintain its army, church and bureaucracy.

**1025-1034** Poland: Mieszko II must renounce to the crown because of Conrad II’s opposition, and recognize Conrad’s sovereignty in Poland (1033).

**1026** France: death of Hugh, designated heir to Robert the Pious. His second son Henry is crowned associate king in Reims (1027).

**1031** France: Henry I succeeds to Robert the Pious.

**1031** Spain: after the dislocation of the caliphate of Cordoba begins the reign of the Clan Kings (*reyes de taifas*). Their short-lived kingdoms have uncertain frontiers.

**1033** The Kingdom of Burgundy is incorporated to the Empire.

**1033-1036** The monk Guido of Arezzo introduces the modern musical notation Ut, Re, Mi, Fa, Sol, La, Si.

**1035** Spain: death of Sancho the Great, his domains are split amongst his 3 sons; Castile and Aragon become independent.

**1035-1047** Magnus the Good becomes King of Norway after deposing Sven, son of Knut the Great.

**1038** Poland: heathen insurrections and Czech attacks drive Casimir I out of the land. He returns with the help of the Germans, restores the State and the Church in Krakow.

**1039-1056** Henry III marries Agnes of Poitou and is crowned emperor in 1047. Bohemia and Hungary become German fiefs.

**1040** the clergy proclaims the Peace of God.

**1040** Pagan insurrection in Hungary.

**1042** Edward the Confessor, son of Ethelred, organizes a centralized administration of England with the help of the Normans.

**1044** Earliest known formula for gunpowder, published in the Chinese “Complete Compendium of Military Classics”.

**1046** Synod of Sutri: the Pope Clement II intends to purify the clergy and forbid the marriage of priests.

**1054** Schism between the Western and the Oriental Church.

## Natural Disasters and Occult Events

*“Even a god cannot change the past” – Agathon, c. 445 BC*

**950** The Byzantine Theodorus Philetas translates the “Al Azif” from Arab to Greek, and renames it “Necronomicon”.

**954** Abbot Adson writes a “small treaty of the Antichrist” for Gerberge, Queen of France; it prophesizes that Judgment Day won’t take place “before all the kingdoms of the world are separated from the Roman Empire”.

**956** Great epidemic in France and Germany.

**968** Famine in the Balkans (land of the Greek).

**978-984** The Chinese compile an encyclopedia of 1000 volumes.

**983** Rebellion of the pagan Obrodites living along the lower Elbe; they succeed in establishing a pagan state that will last until the twelfth century!

**984** (June 20<sup>th</sup>) A kind of white comet is seen at noon in Thuringe, moving slowly across the sky.

**991-1052** First wave of neo-manicheism (heresies).

**992** Two “northern lights” (*aurora borealis*) observed above Germany during Walpurgis night and New Year’s eve.

**994-997** Holy Fire epidemic consumes Burgundy and France.

**997** The Anti-pope John XVI is made prisoner by the Emperor Otto; his ears, his tongue and his nose are cut off and his eyes are pierced.

**998** (February) In Germany a celestial body moving through the night sky suddenly explodes and falls to earth, while the moon turns to a bloody red.

**998** Seismic activity felt across the northern part of the Germanic Empire.

**998** Feast of All Souls celebrated for the first time in Cluny.

**1000** (millenium of the incarnation of Jesus) Terrible earthquake in Europe. The remarkably preserved body of the emperor Carlus Magnus is miraculously exhumed, and the relics are elevated in Aix. A man possessed by “bees” spreads Manichean heresies and eventually drowns himself in a well.

**1002** (December) One evening people observe “the apparition or the body of an enormous dragon throwing bundles of lightning”.

**1003** Strange inundations. Birth of a monster drowned by his parents. A leviathan as large as an island is spotted offshore.

**1005-1006** Draughts and floods cause a major famine in occidental Europe.

**1010** Destruction of the church of the Holy Sepulchre in Jerusalem by the “prince of Babylon” (caliph of Baghdad). Cosmic signs, disastrous draughts, excessive rains, epidemics, and horrible plagues.

**1014** Bright comet visible from September to December.

**1017** Manichean heretics corrupt the people of Aquitaine.

**1023** (January 24<sup>th</sup>) Solar eclipse; two “stars” are seen battling around the constellation of the Lion.

**1023/1024** Heresy in the Capetian capital Orleans: a sect of 14 Manichean “clerics” – who worship a devil appearing either as a black man or as an angel of light – refuse to be converted and choose to die on the pyre.

**1028** Impious Christians burn down Jerusalem. A witch, accused of cursing count Guillaume, is tortured and crucified.

**1030-1033** (millenium of the redemption of Christ) Apocalyptic climate and locusts swarms waste crops from the Orient to the Occident and cause the Great Famine. Widespread cannibalism and “ghouls” desecrate cemeteries.

**1033** (June 29) Solar eclipse; nobles try to kill the pope.

**1040** Widespread pagan revolt in Hungary.

**1044** The star “Bosphorus” (Lucifer) is observed moving up and down.

**1045** Holy Fire epidemic in the North of France.

**1046** (November) A heavenly body falls onto the fortified town of Saint Florentine; crops are two months late!

**1050** The Patriarch Michael of Constantinople condemns the blasphemous “Necronomicon”.



## Who's Who

### God

The One and Only almighty creator, known to Christians as God the Father, YHVH (pronounced "Yahveh") in Hebrew, and Allah to Muslims (Koran 29:46).

### Kings and Emperors

#### Charlemagne's descendants

Louis IV, King of France 936-954  
Lothaire, King of France 954-986  
Louis V the Lazy, King of France 986-987

#### Capetian kings (France)

Hugh Capet 987-996  
Robert the Pious 996-1031  
Henry I 1031-1060

#### Kings of Germany

Otto I the Great 936-973  
Otto II 973-983  
Otto III 983-1002  
Henry II 1002-1024  
Conrad II the Salian 1024-1039  
Henry III 1039-1056

#### Spanish kings

Sancho, King of Castile, Navarre and Aragon 970-1035  
Ferdinand, King of Castile 1033-1065; Garcia, King of Navarre 1035-1054; Ramiro I, King of Aragon 1035-1063

### Monks

**Abbon of Fleury** (945-1004): monk, scholar and abbot of the monastery of Fleury-sur-Loire (988). Very learned in the liberal arts, especially the *Quadrivium*, and author of numerous educational pamphlets. Abbon and Odilon of Cluny are the leading figure of the reforming monks around 1000 AD. Mortally wounded in a fight with rebellious monks.

**Adalberon** (c. 920/30-989): bishop of Reims (969). He played an important role in the political intrigues that marked the beginning of the reign of Hugh Capet.

**Aimoin of Fleury** (970-?): successor and biographic author of Abbon. Author of a history of the Fleury abbey and the "Miracula sancti Benedicti".

**Anselm of Canterbury** (1033/34-1109). Famous *scholasticus* who tried to explain Faith by using the ontological proof of God's existence.

**Fulbert of Chartres** (960-1028): founder of the school of Chartres, and bishop of Chartres in 1006. High quality teacher.

**Gerbert of Aurillac** (940-1003): first *scholasticus* of Reims and friend of the archbishop Adalberon of Reims, Gerbert soon went into service with the Ottonians. Under the name of Sylvester II he was Pope between 999 and 1003. Scholar specialized in the Quadrivium. Using the works of Boece, Gerbert taught his students notions of logic and Aristotle's ten categories: substance, quality and quantity, relations, position, place, time, state, action and emotion. Gerbert brought back from northern Spain a treasury of Muslim science in mathematics, astronomy and music, and diffused this knowledge into Christendom. Gerbert also taught the Occident how to calculate, by re-introducing the usage of the abacus.

**Ibn Sina** or "**Avicenna**" (980-1037): last famous Arab philosopher of note and doctor, perhaps the most remarkable man of the Orient. Author of numerous books, including the Book of Healing (a scientific encyclopedia) and the Canon of Medicine.

**Liutprand of Cremone** (912-972): bishop of Cremone, cleric and writer at the service of Otto I and Otto II, author of the "History of Otto".

**Maieul** (906-994): fourth abbot of Cluny (954). Famous for being captured by the Saracens in 972.

**Oddon of Meung**: author of a long epic poem on the virtues of plants.

**Oliba** (971-1046): count of Berga and Ripoll (988-1002), abbot of Ripoll, Cuxa and Bishop of Vic, in Catalonia. Prestigious clergyman, founder of Monserat (1023), and reformer of numerous monasteries. He took part in the creation of the Truce of God.

**Peter Damian** (11th century): cardinal notorious for writing a manual praising flagellation, in spite of Saint Augustine's advice to congregates not to flagellate themselves too enthusiastically nor frequently.

## Ready-to-play adventurers

Name				Sex	Age	Occupation				Dark Ages							
STR	DEX	Dexterity	%	Hit Points		Magic Points											
CON	APP	Charisma	%	—		—											
SIZ	INT	Idea	%	—		—											
		POW	Luck	%													
		EDU	Know	%													
SAN		99 –Cthulhu Mythos :			Damage Bonus :												
Weapon				Skill.%	Dmg	Range	#Att	Weapon				Skill%	Dmg	Range	#Att		
<input type="checkbox"/>	Fist (50)	—	1D3	-	1	<input type="checkbox"/>	_____	—	—	—	—	<input type="checkbox"/>	_____	—	—	—	—
<input type="checkbox"/>	Kick (25)	—	1D4	-	1	<input type="checkbox"/>	_____	—	—	—	—	<input type="checkbox"/>	_____	—	—	—	—
<input type="checkbox"/>	Head Butt (10)	—	1D6	-	1	<input type="checkbox"/>	_____	—	—	—	—	<input type="checkbox"/>	_____	—	—	—	—
<input type="checkbox"/>	Grapple (25)	—	spec	-	1	<input type="checkbox"/>	_____	—	—	—	—	<input type="checkbox"/>	_____	—	—	—	—
INVESTIGATOR POINTS																	
<input type="checkbox"/>	Accounting (10)		<input type="checkbox"/>	Grapple (25)		Own Language (EDU x5):					Write Language (01):						
Art (05):			<input type="checkbox"/>	Head Butt (10)		<input type="checkbox"/>	_____			<input type="checkbox"/>	_____						
<input type="checkbox"/>	_____		<input type="checkbox"/>	Hide (20)		<input type="checkbox"/>	Persuade (15)			<input type="checkbox"/>	_____						
<input type="checkbox"/>	_____		<input type="checkbox"/>	Insight (05)		<input type="checkbox"/>	Pilot Boat (01)			Other skills							
<input type="checkbox"/>	Bargain (05)		<input type="checkbox"/>	Jump (25)		<input type="checkbox"/>	Potions (01)			<input type="checkbox"/>	_____						
<input type="checkbox"/>	Climb (40)		<input type="checkbox"/>	Kick (25)		<input type="checkbox"/>	Repair/Devise (20)			<input type="checkbox"/>	_____						
<input type="checkbox"/>	Conceal (15)		<input type="checkbox"/>	Library Use (EDU x2)		<input type="checkbox"/>	Ride (05)			<input type="checkbox"/>	_____						
Craft (05):			<input type="checkbox"/>	Listen (25)		Science (01):					<input type="checkbox"/>	_____					
<input type="checkbox"/>	_____		<input type="checkbox"/>	Natural World (10)		<input type="checkbox"/>	_____			<input type="checkbox"/>	_____						
<input type="checkbox"/>	_____		<input type="checkbox"/>	Navigate (10)		<input type="checkbox"/>	_____			<input type="checkbox"/>	_____						
<input type="checkbox"/>	Cthulhu Mythos (00)		<input type="checkbox"/>	Occult (05)		<input type="checkbox"/>	Sneak (10)			<input type="checkbox"/>	_____						
<input type="checkbox"/>	Dodge (DEX x2)		<input type="checkbox"/>	Other Kingdoms (01)		<input type="checkbox"/>	Spot Hidden (25)			SPELLS							
<input type="checkbox"/>	Drive horses (20)		Other Language (01):			<input type="checkbox"/>	Status (15)			_____	_____	_____	_____				
<input type="checkbox"/>	Fast Talk (05)		<input type="checkbox"/>	_____		<input type="checkbox"/>	Swim (25)			_____	_____	_____	_____				
<input type="checkbox"/>	First Aid (30)		<input type="checkbox"/>	_____		<input type="checkbox"/>	Throw (25)			_____	_____	_____	_____				
<input type="checkbox"/>	Fist/Punch (50)		<input type="checkbox"/>	Own Kingdom (20)		<input type="checkbox"/>	Track (10)			_____	_____	_____	_____				

Name Leoda the Bonesetter				Sex	F	Age	33	Occu BohemianWitch				Dark Ages					
STR	10	DEX	13	Dexterity	65%	Hit Points		Magic Points									
CON	9	APP	11	Charisma	55%	10		16									
SIZ	10	INT	16	Idea	80%	—		—									
		POW	16	Luck	80%	—		—									
		EDU	13	Know	65%	—		—									
SAN		80			99 –Cthulhu Mythos :			99				Damage Bonus : none					
Weapon				Skill.%	Dmg	Range	#Att	Weapon				Skill%	Dmg	Range	#Att		
<input type="checkbox"/>	Fist (50)	—	1D3	-	1	<input type="checkbox"/>	Sling	56	1D4	60	1	<input type="checkbox"/>	_____	—	—	—	—
<input type="checkbox"/>	Kick (25)	—	1D4	-	1	<input type="checkbox"/>	_____	—	—	—	—	<input type="checkbox"/>	_____	—	—	—	—
<input type="checkbox"/>	Head Butt (10)	—	1D6	-	1	<input type="checkbox"/>	_____	—	—	—	—	<input type="checkbox"/>	_____	—	—	—	—
<input type="checkbox"/>	Grapple (25)	—	spec	-	1	<input type="checkbox"/>	_____	—	—	—	—	<input type="checkbox"/>	_____	—	—	—	—
INVESTIGATOR POINTS																	
<input type="checkbox"/>	Accounting (10)		<input type="checkbox"/>	Grapple (25)		Own Language (EDU x5):					Write Language (01):						
Art (05):			<input type="checkbox"/>	Head Butt (10)		<input type="checkbox"/>	Slavic		<b>65</b>	<input type="checkbox"/>	_____						
<input type="checkbox"/>	_____		<input type="checkbox"/>	Hide (20)		<input type="checkbox"/>	Persuade (15)			<input type="checkbox"/>	_____						
<input type="checkbox"/>	_____		<input type="checkbox"/>	Insight (05)	<b>35</b>	<input type="checkbox"/>	Pilot Boat (01)			Other skills							
<input type="checkbox"/>	Bargain (05)	<b>45</b>	<input type="checkbox"/>	Jump (25)		<input type="checkbox"/>	Potions (01)		<b>56</b>	<input type="checkbox"/>	_____						
<input type="checkbox"/>	Climb (40)		<input type="checkbox"/>	Kick (25)		<input type="checkbox"/>	Repair/Devise (20)			<input type="checkbox"/>	_____						
<input type="checkbox"/>	Conceal (15)		<input type="checkbox"/>	Library Use (EDU x2)	<b>26</b>	<input type="checkbox"/>	Ride (05)			<input type="checkbox"/>	_____						
Craft (05):			<input type="checkbox"/>	Listen (25)	<b>50</b>	Science (01):					<input type="checkbox"/>	_____					
<input type="checkbox"/>	_____		<input type="checkbox"/>	Natural World (10)	<b>55</b>	<input type="checkbox"/>	_____			<input type="checkbox"/>	_____						
<input type="checkbox"/>	_____		<input type="checkbox"/>	Navigate (10)	<b>30</b>	<input type="checkbox"/>	_____			<input type="checkbox"/>	_____						
<input type="checkbox"/>	Cthulhu Mythos (00)		<input type="checkbox"/>	Occult (05)	<b>35</b>	<input type="checkbox"/>	Sneak (10)			<input type="checkbox"/>	_____						
<input type="checkbox"/>	Dodge (DEX x2)	<b>26</b>	<input type="checkbox"/>	Other Kingdoms (01)		<input type="checkbox"/>	Spot Hidden (25)			SPELLS							
<input type="checkbox"/>	Drive horses (20)		Other Language (01):			<input type="checkbox"/>	Status (15)			Disembodiment			_____				
<input type="checkbox"/>	Fast Talk (05)	<b>35</b>	<input type="checkbox"/>	_____		<input type="checkbox"/>	Swim (25)			_____	_____	_____	_____				
<input type="checkbox"/>	First Aid (30)	<b>70</b>	<input type="checkbox"/>	_____		<input type="checkbox"/>	Throw (25)			_____	_____	_____	_____				
<input type="checkbox"/>	Fist/Punch (50)		<input type="checkbox"/>	Own Kingdom (20)		<input type="checkbox"/>	Track (10)			_____	_____	_____	_____				

<b>Name Brother Deusde</b>				Sex	M	Age	40	Occu	Benedictine Monk	<b>Dark Ages</b>			
<b>STR</b>	10	<b>DEX</b>	8	<b>Dexterity</b>		40%		<b>Hit Points</b>			<b>Magic Points</b>		
<b>CON</b>	13	<b>APP</b>	10	<b>Charisma</b>		50%		<b>11</b>			<b>12</b>		
		<b>INT</b>	11	<b>Idea</b>		55%							
		<b>POW</b>	12	<b>Luck</b>		60%							
<b>SIZ</b>	9	<b>EDU</b>	15	<b>Know</b>		75%							
<b>SAN</b>	66	<b>99 - Cthulhu Mythos :</b>			<b>99</b>		<b>Damage Bonus : none</b>						
<b>Weapon</b>		<i>Skill.%</i>	<i>Dmg</i>	<i>Range</i>	<i>#Att</i>	<b>Weapon</b>		<i>Skill.%</i>	<i>Dmg</i>	<i>Range</i>	<i>#Att</i>		
<input type="checkbox"/>	Fist (50)	—	1D3	-	1	<input type="checkbox"/>	_____	1D4	S	1			
<input type="checkbox"/>	Kick (25)	—	1D4	-	1	<input type="checkbox"/>	_____	—	—	—			
<input type="checkbox"/>	Head Butt (10)	—	1D6	-	1	<input type="checkbox"/>	_____	—	—	—			
<input type="checkbox"/>	Grapple (25)	—	spec	-	1	<input type="checkbox"/>	_____	—	—	—			
<b>INVESTIGATOR POINTS</b>													
<input type="checkbox"/>	Accounting (10)		<b>30</b>	<input type="checkbox"/>	Grapple (25)			Own Language (EDU x5):			Write Language (01):		
Art (05):				<input type="checkbox"/>	Head Butt (10)			<input type="checkbox"/>	Italian	<b>75</b>	<input type="checkbox"/>	Latin	<b>46</b>
<input type="checkbox"/>	_____			<input type="checkbox"/>	Hide (20)			<input type="checkbox"/>	Persuade (15)	<b>55</b>	<input type="checkbox"/>	_____	
<input type="checkbox"/>	_____			<input type="checkbox"/>	Insight (05)			<input type="checkbox"/>	Pilot Boat (01)		Other skills		
<input type="checkbox"/>	Bargain (05)			<input type="checkbox"/>	Jump (25)			<input type="checkbox"/>	Potions (01)		<input type="checkbox"/>	Sign Language	<b>46</b>
<input type="checkbox"/>	Climb (40)			<input type="checkbox"/>	Kick (25)			<input type="checkbox"/>	Repair/Devise (20)		<input type="checkbox"/>	_____	
<input type="checkbox"/>	Conceal (15)			<input type="checkbox"/>	Library Use (EDU x2)	<b>65</b>		<input type="checkbox"/>	Ride (05)		<input type="checkbox"/>	_____	
Craft (05):				<input type="checkbox"/>	Listen (25)	<b>65</b>		Science (01):			<input type="checkbox"/>	_____	
<input type="checkbox"/>	_____			<input type="checkbox"/>	Natural World (10)			<input type="checkbox"/>	Astronomy	<b>51</b>	<input type="checkbox"/>	_____	
<input type="checkbox"/>	_____			<input type="checkbox"/>	Navigate (10)	<b>30</b>		<input type="checkbox"/>	_____		<input type="checkbox"/>	_____	
<input type="checkbox"/>	Cthulhu Mythos (00)			<input type="checkbox"/>	Occult (05)	<b>45</b>		<input type="checkbox"/>	Sneak (10)		<input type="checkbox"/>	_____	
<input type="checkbox"/>	Dodge (DEX x2)	<b>16</b>		<input type="checkbox"/>	Other Kingdoms (01)			<input type="checkbox"/>	Spot Hidden (25)	<b>50</b>	<b>SPELLS</b>		
<input type="checkbox"/>	Drive horses (20)			Other Language (01):				<input type="checkbox"/>	Status (15)		_____	_____	
<input type="checkbox"/>	Fast Talk (05)			<input type="checkbox"/>	Latin	<b>51</b>		<input type="checkbox"/>	Swim (25)		_____	_____	
<input type="checkbox"/>	First Aid (30)			<input type="checkbox"/>	_____			<input type="checkbox"/>	Throw (25)		_____	_____	
<input type="checkbox"/>	Fist/Punch (50)			<input type="checkbox"/>	Own Kingdom (20)			<input type="checkbox"/>	Track (10)		_____	_____	

<b>Name Vinglo of Corneilhan</b>				Sex	M	Age	19	Occu	Foolish Warrior	<b>Dark Ages</b>		
<b>STR</b>	13	<b>DEX</b>	16	<b>Dexterity</b>		80%		<b>Hit Points</b>			<b>Magic Points</b>	
<b>CON</b>	12	<b>APP</b>	14	<b>Charisma</b>		70%		<b>12</b>			<b>6</b>	
		<b>INT</b>	11	<b>Idea</b>		55%						
		<b>POW</b>	6	<b>Luck</b>		30%						
<b>SIZ</b>	12	<b>EDU</b>	11	<b>Know</b>		55%						
<b>SAN</b>	30	<b>99 - Cthulhu Mythos :</b>			<b>99</b>		<b>Damage Bonus : +1D4</b>					
<b>Weapon</b>		<i>Skill.%</i>	<i>Dmg</i>	<i>Range</i>	<i>#Att</i>	<b>Weapon</b>		<i>Skill.%</i>	<i>Dmg</i>	<i>Range</i>	<i>#Att</i>	
<input type="checkbox"/>	Fist (50)	—	1D3	-	1	<input type="checkbox"/>	Long Sword	60	1D8	L	1	
<input type="checkbox"/>	Kick (25)	—	1D4	-	1	<input type="checkbox"/>	Javelin	55	1D6	25	1	
<input type="checkbox"/>	Head Butt (10)	—	1D6	-	1	<input type="checkbox"/>	_____	—	—	—	—	
<input type="checkbox"/>	Grapple (25)	55	spec	-	1	<input type="checkbox"/>	_____	—	—	—	—	
<b>INVESTIGATOR POINTS</b>												
<input type="checkbox"/>	Accounting (10)			<input type="checkbox"/>	Grapple (25)	<b>55</b>		Own Language (EDU x5):			Write Language (01):	
Art (05):				<input type="checkbox"/>	Head Butt (10)			<input type="checkbox"/>	French	<b>55</b>	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____			<input type="checkbox"/>	Hide (20)			<input type="checkbox"/>	Persuade (15)		<input type="checkbox"/>	_____
<input type="checkbox"/>	_____			<input type="checkbox"/>	Insight (05)			<input type="checkbox"/>	Pilot Boat (01)		Other skills	
<input type="checkbox"/>	Bargain (05)			<input type="checkbox"/>	Jump (25)	<b>45</b>		<input type="checkbox"/>	Potions (01)		<input type="checkbox"/>	_____
<input type="checkbox"/>	Climb (40)			<input type="checkbox"/>	Kick (25)			<input type="checkbox"/>	Repair/Devise (20)		<input type="checkbox"/>	_____
<input type="checkbox"/>	Conceal (15)			<input type="checkbox"/>	Library Use (EDU x2)	<b>22</b>		<input type="checkbox"/>	Ride (05)	<b>45</b>	<input type="checkbox"/>	_____
Craft (05):				<input type="checkbox"/>	Listen (25)			Science (01):			<input type="checkbox"/>	_____
<input type="checkbox"/>	_____			<input type="checkbox"/>	Natural World (10)	<b>40</b>		<input type="checkbox"/>	_____		<input type="checkbox"/>	_____
<input type="checkbox"/>	_____			<input type="checkbox"/>	Navigate (10)			<input type="checkbox"/>	_____		<input type="checkbox"/>	_____
<input type="checkbox"/>	Cthulhu Mythos (00)			<input type="checkbox"/>	Occult (05)			<input type="checkbox"/>	Sneak (10)		<input type="checkbox"/>	_____
<input type="checkbox"/>	Dodge (DEX x2)	<b>52</b>		<input type="checkbox"/>	Other Kingdoms (01)	<b>11</b>		<input type="checkbox"/>	Spot Hidden (25)		<b>SPELLS</b>	
<input type="checkbox"/>	Drive horses (20)			Other Language (01):				<input type="checkbox"/>	Status (15)	<b>25</b>	_____	_____
<input type="checkbox"/>	Fast Talk (05)			<input type="checkbox"/>	_____			<input type="checkbox"/>	Swim (25)	<b>45</b>	_____	_____
<input type="checkbox"/>	First Aid (30)			<input type="checkbox"/>	_____			<input type="checkbox"/>	Throw (25)		_____	_____
<input type="checkbox"/>	Fist/Punch (50)			<input type="checkbox"/>	Own Kingdom (20)	<b>50</b>		<input type="checkbox"/>	Track (10)	<b>50</b>	_____	_____

Name <b>Bella «Redhair»</b>				Sex	F	Age	26	Occu	Fisherwoman	<b>Dark Ages</b>	
<b>STR</b> 12	<b>DEX</b> 14	<b>Dexterity</b>	<b>70%</b>	<b>Hit Points</b>		<b>Magic Points</b>					
<b>CON</b> 17	<b>APP</b> 15	<b>Charisma</b>	<b>75%</b>	<b>15</b>		<b>12</b>					
<b>SIZ</b> 13	<b>INT</b> 9	<b>Idea</b>	<b>45%</b>								
<b>SAN</b> 60	<b>POW</b> 12	<b>Luck</b>	<b>60%</b>								
	<b>EDU</b> 9	<b>Know</b>	<b>45%</b>								
<b>99 -Cthulhu Mythos : 99</b>				<b>Damage Bonus : +1D4</b>							
Weapon		Skill.%	Dmg	Range	#Att	Weapon		Skill%	Dmg	Range	#Att
<input type="checkbox"/>	Fist (50)	—	1D3	-	1	<input type="checkbox"/>	Large Knife	15	1D6	S	1
<input type="checkbox"/>	Kick (25)	—	1D4	-	1	<input type="checkbox"/>		—	—	—	—
<input type="checkbox"/>	Head Butt (10)	—	1D6	-	1	<input type="checkbox"/>		—	—	—	—
<input type="checkbox"/>	Grapple (25)	—	spec	-	1	<input type="checkbox"/>		—	—	—	—
<b>INVESTIGATOR POINTS</b>											
<input type="checkbox"/>	Accounting (10)		<input type="checkbox"/>	Grapple (25)		Own Language (EDU x5):			Write Language (01):		
<input type="checkbox"/>	Art (05):		<input type="checkbox"/>	Head Butt (10)		<input type="checkbox"/>	English	<b>45</b>	<input type="checkbox"/>	_____	
<input type="checkbox"/>	_____		<input type="checkbox"/>	Hide (20)		<input type="checkbox"/>	Persuade (15)		<input type="checkbox"/>	_____	
<input type="checkbox"/>	_____		<input type="checkbox"/>	Insight (05)		<input type="checkbox"/>	Pilot Boat (01)	<b>31</b>	Other skills		
<input type="checkbox"/>	Bargain (05)	<b>30</b>	<input type="checkbox"/>	Jump (25)		<input type="checkbox"/>	Potions (01)		<input type="checkbox"/>	_____	
<input type="checkbox"/>	Climb (40)		<input type="checkbox"/>	Kick (25)		<input type="checkbox"/>	Repair/Devise (20)	<b>40</b>	<input type="checkbox"/>	_____	
<input type="checkbox"/>	Conceal (15)		<input type="checkbox"/>	Library Use (EDU x2)	<b>18</b>	<input type="checkbox"/>	Ride (05)		<input type="checkbox"/>	_____	
<input type="checkbox"/>	Craft (05):		<input type="checkbox"/>	Listen (25)	<b>30</b>	Science (01):			<input type="checkbox"/>	_____	
<input type="checkbox"/>	Net Crafting	<b>40</b>	<input type="checkbox"/>	Natural World (10)	<b>35</b>	<input type="checkbox"/>	_____		<input type="checkbox"/>	_____	
<input type="checkbox"/>	_____		<input type="checkbox"/>	Navigate (10)	<b>30</b>	<input type="checkbox"/>	_____		<input type="checkbox"/>	_____	
<input type="checkbox"/>	Cthulhu Mythos (00)		<input type="checkbox"/>	Occult (05)		<input type="checkbox"/>	Sneak (10)	<b>25</b>	<input type="checkbox"/>	_____	
<input type="checkbox"/>	Dodge (DEX x2)	<b>28</b>	<input type="checkbox"/>	Other Kingdoms (01)		<input type="checkbox"/>	Spot Hidden (25)	<b>55</b>	<b>SPELLS</b>		
<input type="checkbox"/>	Drive horses (20)		Other Language (01):			<input type="checkbox"/>	Status (15)		_____	_____	
<input type="checkbox"/>	Fast Talk (05)		<input type="checkbox"/>	_____		<input type="checkbox"/>	Swim (25)	<b>55</b>	_____	_____	
<input type="checkbox"/>	First Aid (30)		<input type="checkbox"/>	_____		<input type="checkbox"/>	Throw (25)	<b>60</b>	_____	_____	
<input type="checkbox"/>	Fist/Punch (50)		<input type="checkbox"/>	Own Kingdom (20)		<input type="checkbox"/>	Track (10)		_____	_____	