

## Adventures In The Middle Ages

From his starting-point of travel and adventure, using contemporary accounts, former British Ambassador Sir John Ure relates the stories of medieval Christian pilgrimage during the 500 years of its peak between 1066 and 1536. Through the often forgotten records of Erasmus, John of Gaunt, and Margery Kempe among others, the author brings to life a colorful cast of characters. Also embracing military expeditions described as religious journeys, Ure recounts tales of armed ventures such as the Albigensian Crusade and the Pilgrimage of Grace. "Pilgrimages" considers these journeys as literary and allegorical manifestations via Sir John Mandeville and John Bunyan. Ultimately, Ure uses his practiced skills as a travel writer to give vignettes of these pilgrim routes today, some accessible and popular, others as remote and haunting as in medieval times.

"The word "medieval" is often used in a negative way when talking about contemporary issues; Why the Middle Ages Matter refreshes our thinking about this historical era, and our own, by looking at some pressing concerns from today's world, asking how these issues were really handled in the medieval period, and showing why the past matters now. The contributors here cover topics such as torture, animal rights, marriage, sexuality, imprisonment, refugees, poverty and end of life care. They shed light on relations between Christians and Muslims and on political leadership. This collection challenges many negative stereotypes of medieval people, revealing a world from which, for instance, much could be learned about looking after the spiritual needs of the dying, and about integrating prisoners into the wider community with the emphasis on reconciliation between victim and criminal. It represents a new level of engagement with issues of social justice by medievalists and provides a highly engaging way into studying the middle ages for students"--

Follow the trade route to the Middle Ages and witness the expansion of trade and commerce, made possible by the advancements in shipbuilding. Your Guide to Trade in the Middle Ages explores the effects of this expansion, including the growth of towns, the formation of guilds, the increasing demand for luxury items, and the famous travels to China of a merchant named Marco Polo.

"Europe in the Middle Ages" by Ierne L. Plunket. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten?or yet undiscovered gems?of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

Courts, Adventure, and Love in the European Middle Ages

An Interactive History Adventure

The Prince

The Fires of Lust

The Middle Ages

Teaching the Middle Ages

Adventures in the Middle Ages

From leftover trenchers and stinky chamber pots to barber surgeons and the black plague, life could be really miserable for people during medieval times. Get ready to explore the nasty side of life in the Middle Ages.

An examination of the greatest heroes of medieval literature looks at a variety of themes and motifs to discover common threads in medieval mythic, legendary, and folkloric traditions.

When twins Josh and Emma, and their little sister, Libby, enter the Good Times Travel Agency, they are hurled back in time to the age of the Vikings, in a blend of fact and fiction about life in Scandinavia around A.D. 800.

Describes the life and times of the Middle Ages. Reveals the historical details of life as a knight in the 1100s, life in a royal castle in the 1200s, and life during the Black Plague in the 1300s.

The Medieval Risk-Reward Society

The End of the Middle Ages

Europe in the Middle Ages

World's Story 2 (Student)

A Novel

Sex in the Middle Ages

Pilgrimage

A unique, illustrated book that will change the way you see medieval history The Middle Ages: A Graphic History busts the myth of the 'Dark Ages', shedding light on the medieval period's present-day relevance in a unique illustrated style. This history takes us through the rise and fall of empires, papacies, caliphates and kingdoms; through the violence and death of the Crusades, Viking raids, the Hundred Years War and the Plague; to the curious practices of monks, martyrs and iconoclasts. We'll see how the foundations of the modern West were established, influencing our art, cultures, religious practices and ways of thinking. And we'll explore the lives of those seen as 'Other' - women, Jews, homosexuals, lepers, sex workers and heretics. Join historian Eleanor Janega and illustrator Neil Max Emmanuel on a romp across continents and kingdoms as we discover the Middle Ages to be a time of huge change, inquiry and development - not unlike our own.

LC tells his friends about his ancestor, Lionel Critter, who looked just like the prince, changed places with him, and was nearly crowned king

Florentine New Towns is an original and comprehensive study of an important episode in late Medieval urbanism.

#1 New York Times Bestseller Oprah's Book Club Selection The "extraordinary . . . monumental masterpiece" (Booklist) that changed the course of Ken Follett's already phenomenal career—and begins where its prequel, *The Evening and the Morning*, ended. "Follett risks all and comes out a clear winner," extolled Publishers Weekly on the release of *The Pillars of the Earth*. A departure for the bestselling thriller writer, the historical epic stunned readers and critics alike with its ambitious scope and gripping humanity. Today, it stands as a testament to Follett's unassailable command of the written word and to his universal appeal. *The Pillars of the Earth* tells the story of Philip, prior of Kingsbridge, a devout and resourceful monk driven to build the greatest Gothic cathedral the world has known . . . of Tom, the mason who becomes his architect—a man divided in his soul . . . of the beautiful, elusive Lady Aliena, haunted by a secret shame . . . and of a struggle between good and evil that will turn church against state and brother against brother. A spellbinding epic tale of ambition, anarchy, and absolute power set against the sprawling medieval canvas of twelfth-century England, this is Ken Follett's historical masterpiece.

Essays and Questions in History

Why the Middle Ages Matter

A Graphic History

## The Story of the Middle Ages

Heroic Tales of Monsters, Magic, and Might

Your Guide to Medieval Society

**When Ms. Frizzle and her student Arnold follow an underground passage beneath Craig's Castle Shop and find themselves in the middle of a siege of a 12th century English castle, they learn a great deal about both castles and the Middle Ages.**

**"This publication is issued on the occasion of the exhibition *Book of Beasts: The Bestiary in the Medieval World*, on view at the J. Paul Getty Museum at the Getty Center, Los Angeles, from May 14 to August 18, 2019."**

**From King Arthur and Robin Hood, through to video games and jousting-themed restaurants, medieval culture continues to surround us and has retained a strong influence on literature and culture throughout the ages. This fascinating and illuminating guide is written by two of the leading contemporary scholars of medieval literature, and explores: The influence of medieval cultural concepts on literature and film, including key authors such as Shakespeare, Tennyson, and Mark Twain The continued appeal of medieval cultural figures such as Dante, King Arthur, and Robin Hood The influence of the medieval on such varied disciplines such as politics, music, children's literature, and art. Contemporary efforts to relive the Middle Ages. *Medievalisms: Making the Past in the Present* surveys the critical field and sets the boundaries for future study, providing an essential background for literary study from the medieval period through to the twenty-first century.**

**Shakespeare's Henry IV lamented 'Uneasy lies the head that wears the crown'. It was true of that king's reign and of many others before and after. From Hereward the Wake's guerilla war, resisting the Norman invasion of William the Conqueror, through the Anarchy, the murder of Thomas Becket, the rebellions of Henry II's sons, the deposition of Edward II, the Peasants' Revolt and the rise of the over-mighty noble subject that led to the Wars of the Roses, kings throughout the medieval period came under threat from rebellions and resistance that sprang from the nobility, the Church and even the general population. Serious rebellions arrived on a regular cycle throughout the period, fracturing and transforming England into a nation to be reckoned with. Matthew Lewis seeks to examine the causes behind the insurrections and how they influenced the development of England from the Norman Conquest until the Tudor period. Each rebellion's importance and impact is assessed both individually and as part of a larger movement to examine how rebellions helped to build England.**

***The Bestiary in the Medieval World***

***Pilgrimages***

***Filming the Middle Ages***

***Travel in the Middle Ages***

***Knights in Shining Armor***

***Brayden Rider***

***Mythology in the Middle Ages***

Meet the people of the Middle Ages from the lowly peasant to the royal court. This fascinating book reveals Medieval society and the realities of everyday life according to social class, including lifestyles and sources of entertainment. Famous people in religion, peasant rebellions, and politics are featured, along with events such as the signing of the Magna Carta. Medieval England was a time of great change and uncertainty. Readers will be enthralled as they learn about various aspects of the Middle Ages in England including the feudal system, Hundred Years War, War of the Roses, and the bubonic plague. The detailed images and captivating facts and sidebars work in conjunction with easy-to-read text, glossary, and index to give readers an enjoyable and engaging reading experience that introduces them to such rulers as Henry II, Thomas Beckett, Eleanor of Aquitaine, and Richard the Lion Hearted.

Set in the fourteenth century, the classic story of one boy's personal heroism when he loses the use of his legs.

As a companion to his previous volume *Night in the Middle Ages*, Jean Verdon offers insight into the pitfalls and perils of travelling during medieval times. *Travel in the Middle Ages* is filled with the stories and adventures of those who hazarded hostile landscapes, elements, and people - out of want or necessity - to get from place to place. Verdon contends that a journey in the current sense, suggesting both the movement of a person who travels to a fairly distant place and philosophical ideas of distraction and flight from self, did not exist in the Middle Ages. Indeed, he says, nothing either in the means of communication or in the landscape encouraged travel. And yet, Verdon points out, the world of the Middle Ages was one of unceasing movement.

***Adventures with the Vikings***

**Your Guide to Trade in the Middle Ages**

***Florentine New Towns***

The Disgusting Details About Life During Medieval Times

The Inquisitor's Tale

A Guide to Life in Medieval England, 1050-1300

How to Slay a Dragon

When the Binkerton kids' curiosity leads them back to the Good Times Travel Agency, a trip to the Middle Ages awaits them. They quickly discover that medieval life isn't all knights in shining armor and stately pageants. Simultaneous.

A look at the life of knights in the Middle Ages and a collection of tales about their adventures.

"The Medieval Risk-Reward Society" offers a study of adventure and love in the European Middle Ages focused on the poetry of authors such as Marie de France, Chretien de Troyes, Wolfram von Eschenbach, and Gottfried von Strassburg, showing how a society based on sacrifice becomes one of wagers and investments. Will Hasty's sociological approach to medieval courtly literature, informed by the analytic tools of game theory, reveals the blossoming of a worldview in which outcomes are uncertain, such that the very self (of a character or an authorial persona) is contingent on success or failure in possessing the things it desires--and upon which its social identity and personal happiness depend. Drawing on a diverse selection of contrasting canonical works ranging from the "Iliad" to the biblical book of Joshua to High Medieval German political texts to the writings of Leibniz and Mark Twain, Hasty enables an appreciation of the distinctive contributions of antiquity and the Middle Ages to the medieval emergence of a European society based on risks and rewards. "The Medieval Risk-Reward Society: Courts, Adventure, and Love in the European Middle Ages" takes a descriptive approach to the competitions in religion, politics, and poetry that are constitutive of medieval culture. Culture is considered always "happening," and to be happening on the cultural cutting edge as competitions for rewards involving the element of risk. This study finds adventure and love--the principal concerns of medieval European romance poetry--to be cultural game-changers, and thereby endeavors to make a humanist contribution to the development of a cultural game theory. Will Hasty is Professor of German and Medieval and Early Modern Studies at the University of Florida, Gainesville."

A peasant girl and her holy greyhound, an oblate on a mission from his monastery, and a young Jewish boy travel across medieval France to escape persecution and save holy texts from being burned.

Inventing The Middle Ages

Urban Design in the Late Middle Ages

Medieval Castle

The Pillars of the Earth

Rebellion in the Middle Ages

Medieval Times

England in the Middle Ages

***A unique guide to all aspects of life in the Middle Ages.***

***At the beginning of the period Rome was old and worn out with misgovernment and evil living. But planted in this dying Rome there was the new and vigorous Christian Church which was to draw up into itself all that was best and strongest of the old world. The Germans were rude and uncivilized, but they were strong in mind and body, and possessed some ideas about government, women, and the family which were better than the ideas of the Romans on these subjects.***

***'There are three things that can neither be recommended nor discouraged -- marriage, war and a voyage to the Holy Sepulchre-- they may begin well and end very badly.' Medieval pilgrim, Eberhard, Count of Wurtemberg, on his return from Jerusalem in 1480 From his starting-point of travel and adventure, using contemporary accounts, John Ure relates the stories of medieval Christian pilgrimage during the 500 years of its peak between 1066 and 1536. Through the often forgotten contemporary records of Erasmus, John of Gaunt and Margery Kempe among others, he brings to life a colourful cast of characters. Embracing also military expeditions described as religious journeys, Ure recounts tales of armed expeditions such as the Albigensian Crusade and the Pilgrimage of Grace. And considers pilgrimage's literary and allegorical manifestations via Sir John Mandeville and John Bunyan. Ultimately, he uses his practised skills as a travel writer to give vignettes of these pilgrim routes today, some accessible and popular, others as remote and haunting as in medieval times.***

***In this groundbreaking account of film history, Bettina Bildhauer shows how from the earliest silent films to recent blockbusters, medieval topics and plots have played an important but overlooked role in the development of cinema. Filming the Middle Ages is the first book to define medieval films as a group and trace their history from silent film in Weimar Germany to Hollywood and then to recent European co-productions. Bildhauer provides incisive new interpretations of classics like Murnau's Faust and Eisenstein's Alexander Nevsky, and she rediscovers some forgotten works like Douglas Sirk's Sign of the Pagan and Asta Nielsen's Hamlet. As Bildhauer explains, both art house films like The Seventh Seal and The Passion of Joan of Arc and popular films like Beowulf or The Da Vinci Code cleverly use the Middle Ages to challenge modern ideas of historical progress, to find alternatives to a print-dominated culture, and even to question what makes us human. Filming the Middle Ages pays special attention to medieval animated and detective films and provactively demonstrates that the invention of cinema itself is considered a return to the Middle Ages by many film theorists and film makers. Filming the Middle Ages is ideal reading for medievalists with a stake in the contemporary and film scholars with an interest in the distant past.***

***Ms. Frizzle's Adventures***

***Fight Against the Crown***

***The Middle Ages - The Fall of Rome through the Renaissance***

***Adventure Travel in the Middle Ages***

***Medieval Coloring Book***

## ***Making the Past in the Present***

### ***The Great Adventure of the Middle Ages***

Mixing the creative fun of coloring with an exciting sense of discovery. The perfect gift for history lovers, medieval warfare enthusiasts, and colorists of all ages! In *Medieval Coloring Book: Coloring Knights, Weapons, and Warfare from the Middle Ages*, we will transport fellow colorists to a time where chivalry and honor meant everything. Make your imagination run wild bringing ancient battles and sieges to life. Inside this book you will find: 15 unique and heroic coloring pages depicting knights from different countries in the midst of battle: Knight, Templar, German knights, French knights, Italian knights, etc. Large One sided 8"x10" coloring pages so as to prevent bleed-through and give you the best coloring experience. An extra copy of every coloring page in case you make mistakes or would like to put a new spin on one. Neat and sturdy white paper perfect for your coloring needs. Designs fit for every level of coloring skill. Ready for an exciting medieval adventure? Click the 'add to cart' button and get your copy of *Medieval Coloring Book* today!

With wit, wisdom, and a sharp scalpel, Jack Hartnell dissects the medieval body and offers a remedy to our preconceptions. Just like us, medieval men and women worried about growing old, got blisters and indigestion, fell in love, and had children. And yet their lives were filled with miraculous and richly metaphorical experiences radically different from our own, unfolding in a world where deadly wounds might be healed overnight by divine intervention, or where the heart of a king, plucked from his corpse, could be held aloft as a powerful symbol of political rule. In this richly illustrated and unusual history, Jack Hartnell uncovers the fascinating ways in which people thought about, explored, and experienced their physical selves in the Middle Ages, from Constantinople to Cairo and Canterbury. Unfolding like a medieval pageant, and filled with saints, soldiers, caliphs, queens, monks and monstrous beasts, this book throws light on the medieval body from head to toe—revealing the surprisingly sophisticated medical knowledge of the time. Bringing together medicine, art, music, politics, philosophy, religion, and social history, Hartnell's work is an excellent guide to what life was really like for the men and women who lived and died in the Middle Ages. Perfumed and decorated with gold, fetishized or tortured, powerful even beyond death, these medieval bodies are not passed and buried away; they can still teach us what it means to be human. Some images in this ebook are not displayed due to permissions issues.

**INVENTING THE MIDDLE AGES** The Lives, Works, and Ideas of the Great Medievalists of the Twentieth Century In this ground-breaking work, Norman Cantor explains how our current notion of the Middle Ages—with its vivid images of wars, tournaments, plagues, saints and kings, knights and ladies—was born in the twentieth century. The medieval world was not simply excavated through systematic research; it had to be conceptually created: It had to be invented, and this is the story of that invention. Norman Cantor focuses on the lives and works of twenty of the great medievalists of this century, demonstrating how the events of their lives, and their spiritual and emotional outlooks, influenced their interpretations of the Middle Ages. Cantor makes their scholarship an intensely personal and passionate exercise, full of wit and controversy, displaying the strong personalities and creative minds that brought new insights about the past. A revolution in academic method, this book is a breakthrough to a new way of teaching the humanities and historiography, to be enjoyed by student and general reader alike. It takes an immense body of learning and transmits it so that readers come away fully informed of the essentials of the subject, perceiving the interconnection of medieval civilization with the culture of the twentieth century and having had a good time while doing so. It is a riveting, entertaining, humorous, and learned read, compulsory for anyone concerned about the past and future of Western civilization.

Adventures in the Middle Ages Kids Can Press Ltd

Medievalisms

A Fantasy Hero's Guide to the Real Middle Ages

Medieval Light on Modern Injustice

The Middle Ages Unlocked

Book of Beasts

Coloring Knights, Weapons, and Warfare from the Middle Ages

The Door in the Wall

*The Travels of Sir John Mandeville* is the chronicle of the alleged Sir John Mandeville, an explorer. His travels were first published in the late 14th century, and influenced many subsequent explorers such as Christopher Columbus.

Meet the artists, writers, and architects of the Middle Ages who created important and spectacular works that are still celebrated today. From DaVinci's inventions and Brunelleschi's cathedrals to Chaucer's epic poems, read about the lasting influence of some of the greatest minds the world has ever known.

Grab your magical sword and take the place of your favorite fantasy character with this fun and historically accurate how-to guide to solving epic quests. What should you ask a magic mirror? How do you outwit a genie? Where should you dig for buried treasure? Fantasy media's favorite clichés get new life from *How to Slay a Dragon: A Fantasy Hero's Guide to the Real Middle Ages*, a historically accurate romp through the medieval world. Each entry presents a trope from video games, books, movies, or TV—such as saving the princess or training a wizard—as a problem for you to solve, as if you were the hero of your own fantasy quest. Through facts sourced from a rich foundation of medieval sources, you will learn how your magical problems were solved by people in the actual Middle Ages. Divided into thematic subsections based on typical stages in a fantastical epic, and inclusive of race, gender, and continent, *How to Slay a Dragon* is perfect if you're curious to learn more about the time period that inspired some of your favorite magical worlds or longing to know what it would be like to be the hero of your own mythical adventure.

An illuminating exploration of the surprisingly familiar sex lives of ordinary medieval people. The medieval humoral system of medicine suggested that it was possible to die from having too much—or too little—sex, while the Roman Catholic Church taught that virginity was the ideal state. Holy men and women committed themselves to lifelong abstinence in the name of religion. Everyone was forced to conform to restrictive rules about who they could have sex with, in what way, how often, and even when, and could be harshly punished for getting it wrong. Other experiences are more familiar. Like us, medieval people faced challenges in finding a suitable partner or trying to get pregnant (or trying not to). They also struggled with many of the same social issues, such as whether prostitution should be legalized. Above all, they shared our fondness for dirty jokes and erotic images. By exploring their sex lives, the book brings ordinary medieval people to life, revealing details of their most personal thoughts and experiences. Ultimately, it provides us with an important and intimate connection to the past.

Tales of a Medieval Boy

The Horrible, Miserable Middle Ages

Medieval Bodies: Life and Death in the Middle Ages

**The Travels of Sir John Mandeville  
Or, the Three Magical Children and Their Holy Dog  
Your Guide to the Arts in the Middle Ages**

Brayden Rider is a brave kid who lives in a small village in the heart of the medieval age. Though his father has disappeared, his life is busy, if a bit uneventful. One night, his village is attacked; someone is after him, though who or why he doesn't know. His mother sends him to the great castle, where he lives secure behind its walls as a page. There, he makes new friends and learns his father is none other than the treasure master of the Templar Knights, discovering there are secrets he possesses some will stop at nothing to find. Brayden sets out to discover the mystery of his father's disappearance, experiencing adventure (jousts and tournaments) while facing danger beneath the castle that threatens to destroy everything, and everyone, he has ever known. This engaging textbook teaches students about the Middle Ages, from the fall of Rome to the Renaissance. Follow this story-based approach to world history as you meet numerous historical figures (including St. Patrick, Genghis Khan, Richard the Lionheart, Joan of Arc, and Martin Luther), visit medieval sites around the world, and trace the rise and fall of numerous empires and kingdoms. Volume 2 in this series for your junior high students includes: A conversational narrative that brings medieval history to lifeGorgeous photographs, artwork, and maps that help students visualize people, places, and eventsEducational features that dig deeper into the history of the Christian Church Throughout the course, students will see God's guiding hand through history. They will study the major events of the Middle Ages and delve into how society and culture developed and changed. Students will also study medieval civilizations spanning the whole globe, including the Byzantines, Anglo-Saxons, Muslims, Chinese, Japanese, Mongols, Mughals, Vikings, Normans, Russians, Songhai, and Aztecs!