**Migrating Tribes of Europe (\_\_\_\_\_\_ - \_\_\_\_\_\_\_ Century)**

1. Decline of the \_\_\_\_\_\_\_\_\_ Empire
   1. Loses power and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ over conquered peoples
   2. Allows freer \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ for tribes
   3. Rome is more susceptible to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ by invading tribes.

1. Migration of Tribes
   1. Essential period for shaping the distribution of \_\_\_\_\_\_\_\_\_\_\_\_\_\_ in Europe and laying the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ for future European nations
   2. Tribes find fixed places to live.
      1. Franks and Burgundians = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
      2. Angles and Saxons = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Causes of Migration
   1. Acquisition of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ from the declining Roman Empire
   2. Changes in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
   3. Available \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Consequences of Migration
   1. Shaped future cultures/nations of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

**Tribe Customs/Characteristics**

1. Law – essentially was based upon \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and not legal codes dictated by a government
   1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ law system – migrating tribes took their system of law with them
      1. Did not follow \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ law
      2. Law was centered on the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ not the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

1. Oral Contracts
   1. “Word of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_” was considered a binding agreement.

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ - honorable relationship between lords and their vassals
   1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ - own land; retain power and control
   2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ - rented land from the lord

1. Trial by \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ - settled disputes through tests such as duels or battles
   1. Believed \_\_\_\_\_\_\_\_\_\_ would dictate who was right and who was wrong
      1. Divination
      2. Physical \_\_\_\_\_\_\_\_
      3. Battle