

# Ambrius Hundred

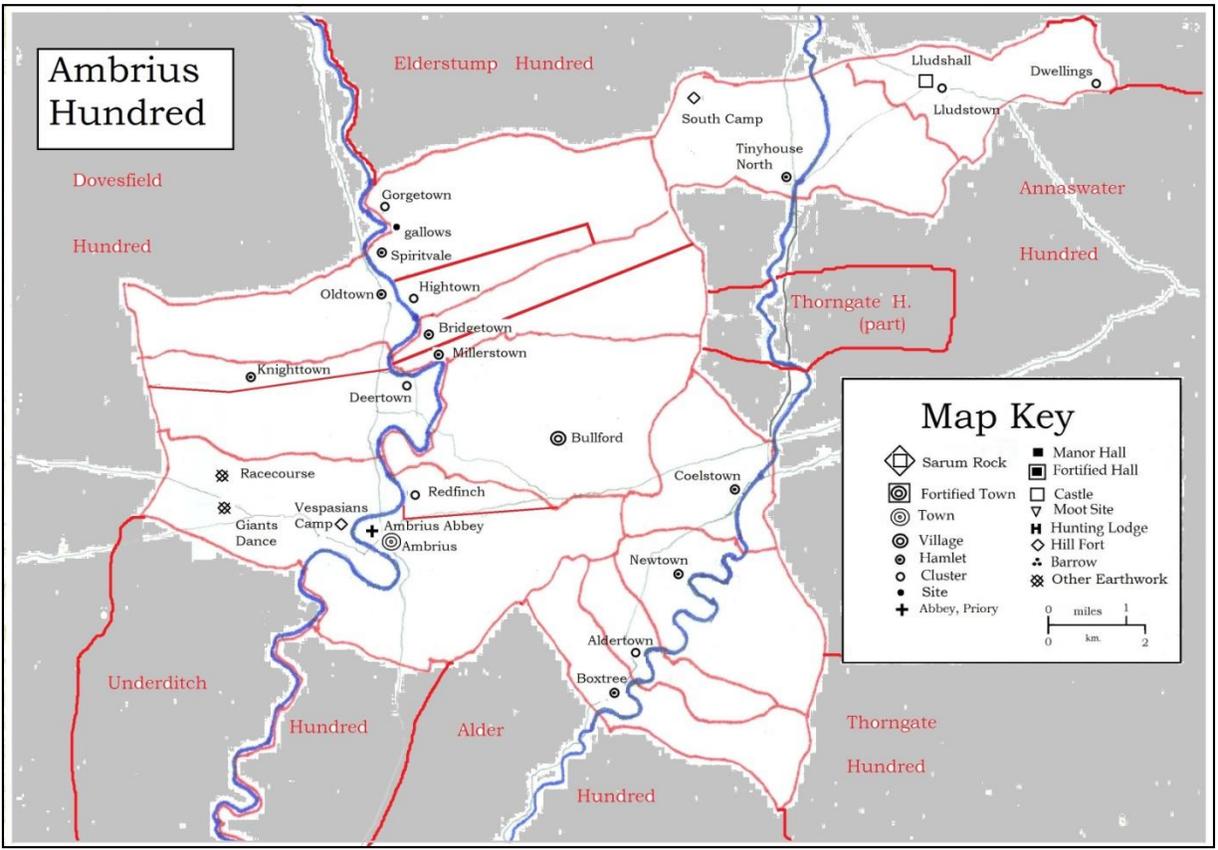
Modern Name: Amesbury Hundred

£107.8 Total Render	£18.3 Geld	£3.2 Hundred Court	£6.5 County Court
Abbot of Ambrius' Abbey	King	Abbot of Ambrius' Abbey	Abbot of Ambrius' Abbey

## Settlements

Place Name	Classification	Fief Holder	Vassal to	Managed by	Tenure, Type	Income in £	Income Source
Llud's Hall	Castle, Royal	Sheriff of Salisbury and Gertian	King	Castellan	Castlery, Gift with Office	0	Render, total £18.4
Lludstown	Cluster					0.6	
Millertown	Hamlet					3	
Bullford	Village					7.2	
Dwellings	Cluster					0.2	
Tinyhouse North	Hamlet					7.4	
St Ambrius Abbey	Double Abbey	Abbot-bishop of Ambrius' Abbey	King	Abbot	Benefice, Free Alms	25	†see below
Ambrius	Town, Moot					14	render, total £59.7
Dwellings	Cluster					0.2	
Boxtree	Hamlet					6.5	
Bridgetown	Hamlet					2.4	
Gorgetown	Cluster					1.5	
Deertown	Cluster					1.5	
Knighttown	Hamlet					6.6	
Redfinch	Cluster					1.8	
Oldtown	Hamlet					3	
Newtown	Hamlet				6.6		
Coelstown	Hamlet				3.9		
Spiritvale	Hamlet				6.9		
Aldertown	Cluster				4.8		
Gallows	site				2.9	Gallows	
Hightown	Cluster				Forester of Chute Woods	Warden of Nudds Forest	Wife

†Abbey income is from gifts given to perform masses, and also the [money given to the abbey] as living expenses for the nuns. Additionally, many of the nuns, who are almost all noble birth, have their own money for living as they wish. Most live on about £2-3 per year, which includes expenses for their personal servants.



Ambrius Hundred is named Saint Ambrius, who established this monastery in the days before the Romans came to Britain. He was a student of Joseph of Arimathea. The grant was reaffirmed by King Ambrosius, who also carefully delineated the lands external to the grant.

The Avon River meanders from north to south among the western villas, while the Bourne does the same through the eastern ones. All of its territory east of the Avon R. lies within Nudd's Forest, although the abbey holds a portion of it, Holywood Ward, as private; and has liberal hunting and forest rights through the rest of the hundred.

Ambrius Hundred is held by the Abbot-bishop of Ambrius, and is thus an ecclesiastical hundred, which means that its lord is a man of the church and that several special rules are applied to it. Foremost among those special rights is that it is held in Free Alms, which means that it is not responsible for supplying any knights to the king.

The advowson for this abbey is held by the king. This means that he chooses the new abbot

after the previous one dies. The vote by the monks is perfunctory.

**Ambrius Abbey**

This is a large and thriving abbey of Black Monks. It is a double abbey—it includes a nunnery. The monks are of the British Church, and as is typical of the Black Monks, its ranks are filled largely with people of noble and royal extraction.

**Ambrius Town**

Ambrius Town has grown under the guidance and influence of the abbey. It is the largest settlement in the hundred. King Ambrosius had promised to make it a Market Town, and so the abbot granted it *free burgage* in preparation for that. Ambrosius died before granting it, and Uther has rescinded the offer.

**Lludshall**

Modern name: Ludgershall

This is a royal castle, held by the Sheriff of Salisbury and Gentian, and is also one of the royal treasuries.

It is a reinforced motte and double bailey.  
North bailey: ditch, rampart, palisade, “Judges Gate”, gateworks, residential buildings

South bailey: double ditch and bailey, palisade, “Treasurer’s Gate,” Double gatehouse

Stronghold: stone many house

DV =

## Places of Interest

### Gallows

The gallows is used by the hundred, and also by the hundreds of Elderstump and Dovesfield, who pay a fee each time. Note that the gallows used in this time consist of two uprights and a lintel across them.

### Giants Dance

This gigantic circle of trilithons is the most spectacular feature of Salisbury Plain. It is only two miles west of the Abbey of Ambrius. It is an artefact from the Faerie Age, and an indicator of the struggles from before humans came to Britain.

These gigantic stones were once giants who regularly had come to this hill and begun a war dance. The mighty god Belenos rose to confront them, and opened his hoary evil eye and turned them all to stone right where they stood. They are still there, almost a hundred upright menhirs in all the circles.

The most spectacular facet of their appearance—the horizontal lintels—is much more recent. A few years ago Bishop Eldadus reminded King Ambrosius of a terrible treachery wrought upon the Britons here. The Saxons perjured themselves and brought knives to a peace making, and many of the nobles of Britain perished in the Night of the Long Knives. Merlin pointed out that those noble men were buried here, by the stones where they had met. Ambrosius commissioned Merlin to bring sacred stones from distant Ireland, which he did; and set them as the lintels atop the stationary giants.

After Ambrosius died he too was also buried here, and King Uther ordered Merlin to erect the stone alter, where masses are said for the souls of Britain’s most noble dead.

### Racecourse

In the ancient days this long track was used as a racetrack for chariots. Now the count uses it to race horses.

### South Camp, earthwork

Modern name: Sidbury

This hillfort is a little over a mile north west of Tinyhouse North. It was originally a faerie fort but was captured by humans. The victors built a second earth ditch and rampart to surround the first one, thus claiming it for themselves. It encloses 17 acres with 46 foot tall ramparts.

### Vespasian’s Camp, earthwork

Modern name: Vespasian’s Camp

This hillfort is from the Prehistoric Faerie Age, and its ground plan is an unusual arrowhead shape. The Avon River runs along the east side. It is a very strong defensive position.

The Roman Emperor Claudius sent Vespasian, who invaded Britain. When he besieged Sarum Rock he refortified it as his base of operations.

The defenses are a single wall atop a height, which has two bowl barrows and a ring ditch within.

It is 798 yards (730 m) in length from north-south and 409 yards (374 m) wide at the southern end, and narrows to 109 yards (100 m) at the northern end. An area of 37 acres is enclosed by a rampart that is sometimes 43 yards (40 m) wide, while the ditch up to 11 yards (10 m) wide on the north, south east, and most of the west side. The bank is most substantial on the west side, standing up to twenty one feet (6.5 m) above the ditch bottom, with a low counterscarp bank up almost 20 yards (18 m) wide on the outside of the ditch. Thus it has a maximum width of 74 yards (68 m) on the weakest, landward, side. A scarp protects portions with no bank and ditch. Two openings allow entry, one to the north and the other to the southeast.

## **Black Dogs**

Gamemasters may determine the specific type of Black Dog.

### **Dogbarrow Barrow**

A supernatural black dog is often seen guarding a long barrow in Deertown [Durrington], which is named after him.

### **Coelstown**

A black dog has been often sighted around this hamlet, which is a player manor.

## **Events**

### **Uther Period, 485-495**

Held by: Abbot-bishop of Ambrius Abbey  
Queen Ygraine Retires, 493

### **Anarchy Period, 496-509**

Held by: Abbot-bishop of Ambrius Abbey  
Ambrius Castle Raised, 494

Vespasian's Camp is reinforced as a defense work for the people from the abbey. It is often called Ambrius Camp or Fort afterwards.

Castle of Llud's Hall is attacked, 497

Lluds Hall is strengthened, 502

### **Boy King Period, 510-518**

Held by: Abbot-bishop of Ambrius Abbey

See Ambrius Castle Reinforced (?), 512

### **Conquest Period, 519-530**

Held by: Abbot-bishop of Ambrius Abbey

See Ambrius Castle Improved, 522, 524 ??

### **Romance Period, 531-539**

Held by: Abbot-bishop of Ambrius Abbey

### **Tournament Period, 540-553**

Held by: Abbot-bishop of Ambrius Abbey

### **Grail Quest Period, 554-557**

Held by: Abbot-bishop of Ambrius Abbey

See Ambrius Castle Torn Down, 555

### **Twilight Period, 558-566**

Held by: Abbot-bishop of Ambrius Abbey