

Swans Hundred

Swans is a rich land, mostly held by the Baron of the Castle of Thorns as an outlier of his territory.

Hundred Lord: Baron of the Castle of Thornbush	£97 Total Render	£100.4 Total Income
£2.9 Hundred Court Baron of the Castle of Thornbush	£ 2.9County Court King	£16.5 Geld King

Landholdings

Place Name	Classification of Settlement	Fief Holder	Vassal to	Managed by	Tenure, Type	Income, in £	Source of Income		
Oldtown Manor	Village	Baron Castle of Thorns	King Uther	Sir Melkin, Steward of Swans and Lord of Woodtown	per baronum	4.5	Render, £13.1		
Drayage	Village					4.5			
Boundary Hill	Cluster					0.3			
Cottagewell	Hamlet					3			
Farmertown	Hamlet					3.2			
Hyde	Hamlet					0.8			
St Peters Abbey †	Abbey; Village	Abbot of St Peters Abbey	Baron of the Castle of Thorns	Abbot	Free Alms	3.2	Services		
								4	Render, £10
Brutes	Cluster						Knight Service	2	
Houseford	Cluster							2	
Rhiannon's Field	Village	Priestess of Epona	No one	Priestess of Epona	Time Immemorial	6	Render		
						10	Gifts		
Restwell Manor	Town, moot	Sir Terfel, Lord of Restwell Estate	Baron Castle of Thorns	Lady Restwell	Knight Service	12.2	Render, £40.2		
Stonetown	Village					12			
Upriver	Hamlet	Sir Melkin, Lord of Woodtown	Baron Castle of Thorns	Lady Woodtown	Knight Service	2.3	Render, £9.5		
Wilowford	Cluster					1.2			
Woodtown Manor	Hamlet					5			
Prayertown	Village	Sir Stonystream	Duke Marche	Lady Stonystream	Knight Service	11.1	Render, £12		
Stonystream Manor	Cluster					0.9			
Beechtrees	Hamlet	Sir Beechtrees	Duke Marche	Lady Beechtrees	Knight Service	3	Render, £11.2		
Newtown North Manor	Village					7.2			
Hillhouse	Cluster					1			

Gallows						3.4	gallows rent
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Swans Hundred is held by the Baron of the Castle of Thornbush. He has granted some of it to his vassals. Count Salisbury holds a manor there too. In fact, many lords hold portions of it.

It got its name from events that occurred in the days before men. The sea-god Llyr had four beautiful children, their skin as white as the new-fallen snow. Their step-mother, a goddess of the air, quarreled with her husband and, to spite him she turned the children into beautiful swans. They lived for 900 years, hunted by many so they had no place of peace in the world until they came to the place called Restwell, upon the edge of the Avon River. There they remained for a final century, cared for and protected by a druid, and gave the name of Swans to the land thereabouts.

The swan is a unique bird, for it alone is a “fowl of the forest;” all other birds being “fowls of warren.”

Geography

In the north the Gentian Downs rise along a line that is roughly the northernmost mile of hundred, from south of Milk Hill to the Giant’s Grave.

From among them the House Creek rises and runs south to join the West Avon River. The East and West Avon Rivers join near Restwell and continue south as the Salisbury Avon.

Most of Swans Hundred is broad, level lands that are excellent for farming and grazing. It is crossed by many small streams too small to put on the map. Similarly, many roads run from the north to the south connecting settlements to the main roads. A pair of roads at the north and south sides of the valley run east and west connecting the settlements.

The five settlements from Rhiannon’s Field to Upriver across the southern part of the hundred are at the bottom of the steep Salisbury scarp which rises to about 200 feet above the vale. Water coming from springs under the hills makes the area especially suitable for farming. The highest points of the scarp are where the embankments of Broadbanks and Campgrove

stand. Everything south of them is atop the plain, useful only for sheep,

Settlements

Farmertown

This hamlet, as well as Hyde, was recently taken away from the Duke of the Marche by a royal judge, and given to the Baron of the Castle of Thorns after years of contentious dispute. The Duke of the Marche plans to continue his efforts to keep them.

Hyde

This hamlet in part of the same legal case discussed under Farmertown, above.

Rhiannon’s Field

This village is famous for the female horses that they produce. A half dozen of them are kept closely guarded. Rhiannon

Newtown North Manor

The knight who holds this castle is a vassal of the Duke of the Marche. Note that two other Newtowns exist in Salisbury. Newtown South is in Branshill Hundred, and Newtown East is in Ambrius Hundred.

Oare

Settlement near Giant’s Grave—not on list

Oldtown Manor

This castle is held directly by Sir Staterius, the Baron of Thornbush Castle.

Restwell Manor

This manor is held by Count Salisbury as a vassal of the Baron of the Castle of the Thornbush, Sir Staterius, whose caput major is in Silchester County.

Rhiannon’s Field

This is a small, strange village where women dominate in all things. The men, all of them beloved husbands, fathers, and sons; obey without question or shame. Everyone claims descent from Rhiannon, the ancient earthborn who can, at will, take the shape of a mare. She

has been revered and worshipped by the Britons since the first humans arrived here. When the Romans came they called her by the continental name of Epona, but changed nothing of the worship here.

The village has a half dozen sacred mares, all of them hefty and healthy and mistrusting of anyone except the people of the village. They are never allowed to leave, and are bred only with stallions carefully selected to fulfill some unknown considerations.

The offspring of these mares are rarely seen, but quite disappear without a trace. It is said that they go to the faerie knights and lords. Upon occasion they will gift one of the foals bred from these mares to a human being if they have performed some particularly difficult task upon request.

No one rules these women. Once a Roman lord tried to force them into his rule, but he was killed one night while out on business. When legionaires tried to punish the villages a company of strange warriors—elf knights it is said—defeated them and threatened worse if the trouble didn't stop.

Many times thieves and rustlers have thought themselves clever enough to make off with a mare. None have.

The chief lady of this village goes by the name of Epona, taken from the Roman name for a horse goddess.

St Peter's Abbey

A small part of the hundred is held by the ancient Abbey of St. Peter, which was founded in Roman times. It is a British Abbey of Russet Monks. Nonetheless, it is held by knight service, leaving only a little money to the abbey. The loyalty and advowson are held by Sir Staterius.

Stonetown Manor

Sir Staterius, the lord of Castle Thornbush, in Silchester, holds Stonetown and Woodtown. A knight of his resides here.

Stonystream Manor

The manor here is held by a knight who swears homage to the distant Duke of the Marche

Swans Tump

The hundred moot meets at Swans Tump. A tump is a small hillock. This landmark is in the held by Abbot of St Peters, but it is not a settlement.

Woodtown Manor

Sir Staterius, the lord of Castle Thornbush, in Silchester, is liege lord to the knight who holds this castle.

Places of Interest

Broadbanks Hill

An unfinished hillfort that was begun by **Brutus Folks**, but they were driven off by the earth-born of the area before they could finish.

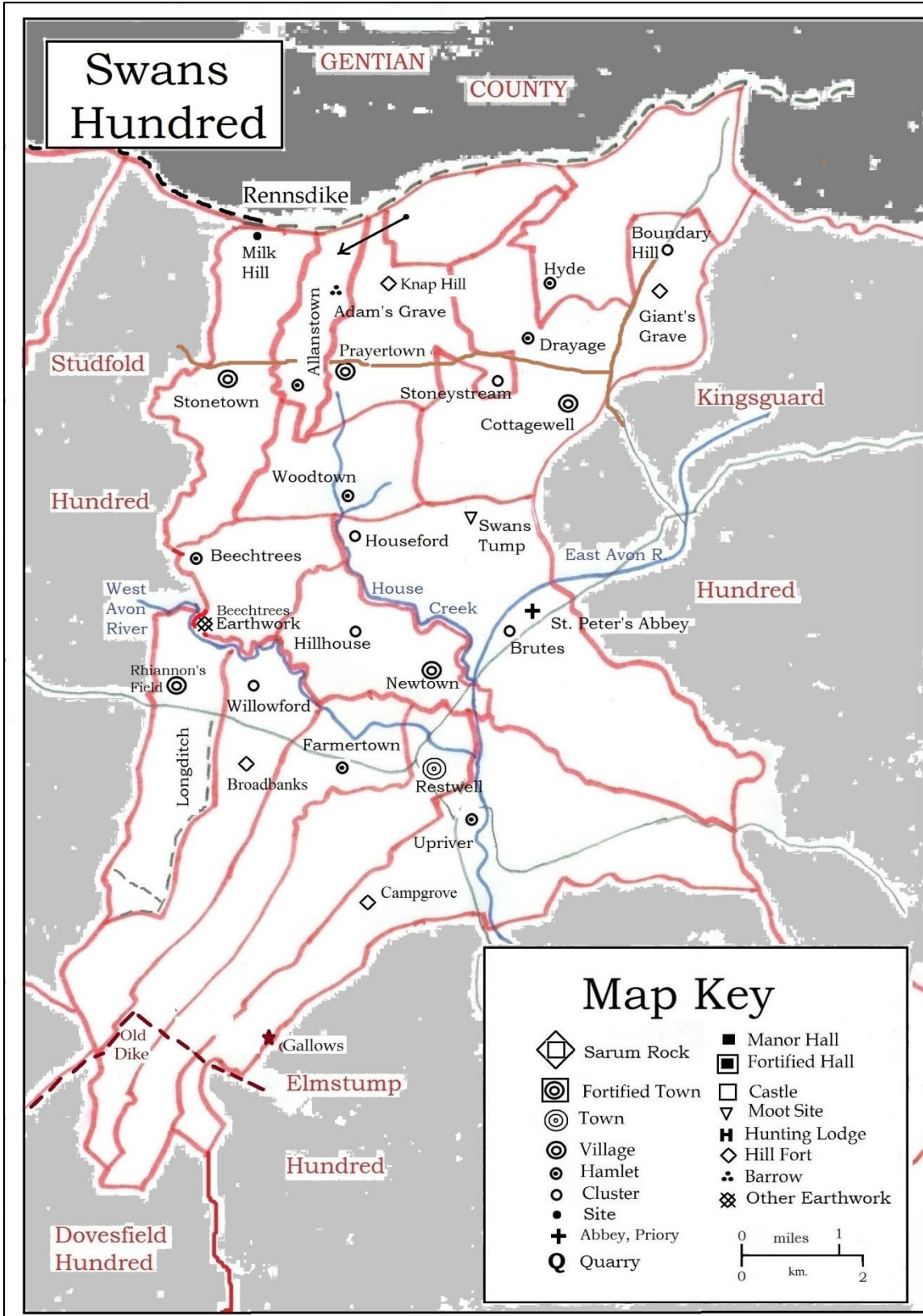
On the north side of a hill is a chalk quarry that overlooks the Magpie Vale. The south side is entirely natural, with no defenses or entryways.

The completed west side has an inner bank about 24 feet (8m) wide and up to three and a half feet (1.2 m) high, and an external ditch twelve feet (4m) wide and one and a half feet (0.4m) deep. The outer bank is twelve feet (4m) wide and fifteen feet (5 m) high. The north and east are defended by a single ditch ranging between less than a foot (0.2m) and fifteen feet (5m).

Beechtrees Earthwork

This Earthwork gets its name from the nearby village, nothing else. Its original name and function is a mystery, except legends that it was an earthborn work that was used as a place of worship after the fall of Albion the Giant.

It is a huge oval-shaped henge, or circle of stones that encloses 35 acres (14 hectares)—about ten times the size of Giants Dance. It sits on a straight line halfway between the great works of Giant's Ring and, to the north in Gentian, [**Avebury Circle**].



Around it is a water ditch that surrounds it on the east, north and southwest, while the Avon

River completes the circle in the south and west.

Its outer earth rampart is (3 meters) high with an interior ditch that is (3 meters) deep and (25 meters) wide.

Within all these rings is a pair of barrows. One is quite regular but the other, called Hatfield Barrow, is a mound that is fifty feet (15 meters) tall and 210 feet (64 meters) in diameter. It is surrounded by its own water-filled ditch.

A single causewayed entry crosses these barriers from the north.

No one enters and remains within this work. People who attempt to stay overnight report being assaulted by thunder so loud they were deafened for life, and lightning that crippled them forever. Only on May 1 do people enter it and never return. People on the outside lose sight of the interlopers as if they had become invisible, and report a short burst of music so beautiful that they weep daily because they never hear it again.

Campgrove Hillfort

Campgrove Hill was first occupied by close descendants of Brutus' followers. They had an area for themselves, another for their livestock, and a third to celebrate festivals and holy days. Together, these three areas cover nine acres.

When the fae fell upon them they built a huge embankment and ditch to protect their settlement. It was not only a fortification, but marked a magical barrier that kept their foes outside, and enclosed 62 acres in all. The inner area was ditched and embanked when neighboring tribes from Graveltown became jealous and attacked them.

It was continually occupied from the first settlers until the reign of Constantine the Great. When he built his new city of Constantinople an ancient pledge was fulfilled, for a descendant of King Brutus came once again to live upon and rule the lands of Troy. Due to that fulfillment, it was no longer defensible against the faeries, and so was abandoned.

Good Giant's Grave (4)

In the faerie age a giant was buried upon the spur of this hill. Centuries later the Cymric settlers raised the giant who was buried there, so that he would help them. He is called the Good Giant. Afterwards it returned to the ground and

the people began sacrifices to him to remain in his good graces. They built this promontory fort atop the hill. Three steep cliffs protect three sides, and in the east two ramparts defend it.

The local legend states that if you run around the barrow seven times, the giant buried within will wake up. Assuming he will be friendly again may be an error.

Knap Hill Camp

This enclosure of the earthborn is where the descendants of the war leader Adam worshipped their ancestors. It stands atop a rounded hill.

In Brutus times three people were buried beneath round barrows inside here. All three are said to be descendants of Adam, as are the people of Prayertown and other nearby areas.

Julian Road

A Roman road runs along the south side of Rennsdike.

Longditch

This prehistoric ditch is used as part of the border between the settlements of Rhiannon's Field and Willowford.

Milk Hill

Located in Prayertown territory, Milk Hill is one of the two highest points in Salisbury. It is about a thousand feet above sea level. From its top nearly the whole of Salisbury Plain and Magpie Vale can be seen. A round barrow on its top is the grave of a great Cymric warrior.

Old Dike

A very short section of this large feature makes a right angle across the southern end of the hundred, gouged into the chalk and soil.

Picked Hill

In the west Picked Hill, as near conical as one can expect of a hill, is a traditional place of assembly on Good Friday,

Rennsdike

The northern part of the hundred is marked by Rennsdike. This is also the northern border between Salisbury and Gwent counties.

Roadwell Spring

On border of Prayertown rises the source of House Creek that runs to East Avon River.

Swans Tump

A tump is a small hill. This is where the county court and moot meet.

Supernatural

Adam's Grave

This long barrow sits atop a hill and is visible for miles around. It is the gravesite of **Adam**, a warleader of the faeries. It is trapezoidal in shape, 196 feet long, about twenty feet high, and is flanked by two ditches that are about six feet wide and three feet deep. Two standing stones at the southeast end are called "Old Adam and Little Eve."

Terror

The sounds of horses galloping are often heard at dawn, and during the night the growls of hounds guarding the grave warn people away.

If a person runs around the barrow seven times the giant will awaken in a rage.

Giant

*stats

Terror: 10

Sacrifice

In any case, an all-night prayer and an offering of the carcass of a hare sacrificed on the spot, an unbutchered deer, or a butchered and dressed cow gains a blessing which varies depending on who is prayed to during the offering.

Grave of	Offering	Blessing
First Man	Hare	A minor sickness is cured
Monk	Deer	One blind person can see
Chieftain	Cow	The Two Blows

The Two Blows guarantees that during the first exchange of combat the enemy will strike a critical hit, but the recipient will survive it long enough to deliver his own critical hit in the next round.