



FOOD, DRINK & ACCOMMODATION

Imagine patrolling the border without a decent pub. How would Offa's Dyke have been built without them? Over a thousand years later, keep up the tradition and stop for a drink and a bite to eat at the nearby Hunter's Moon in Llangattock Lingoed: **01873 821499**

www.hunters-moon-inn.co.uk

or The Warwick at Tal-y-coed, Llantillio Crossenny: **01600 780227**

www.warwickpub.blogspot.co.uk.

On the route beverages are served at the Hog's Head, but opening times vary so please phone to confirm **07971234136** or

www.hogsheadpub.co.uk.

Accommodation listings can be found on **www.visitwyevalley.com**



PARK & START AT St. Teilo's Church (No. 1 on the map), Llantillio Crossenny.

To get the best from your walk we recommend comfortable walking boots, waterproof jacket and overtrousers, warm clothing, gloves and warm hat or sun cream and sun hat (depending on the season!), a mobile phone and something to eat and drink.

Sheep and cattle are often in the fields on these routes – dogs must be kept under close control or on leads at all times. May not be suitable for dogs due to the number of stiles - some of which you will have to lift your dog over!

We call it *Irresistible Offa.*

Throughout these lush and undulating borderlands there are stunning views, hidden villages and historic market towns where you can eat, rest and sleep. The area is studded with ancient hill forts, tiny churches and medieval fortresses.

Borders between countries have an aura of intrigue, myth and mystery, and the one between England and Wales is no exception.

Find out more at: **www.irresistibleoffa.org.uk** or on Facebook: **Irresistible Offa** and twitter: **@TheOffaOffer**

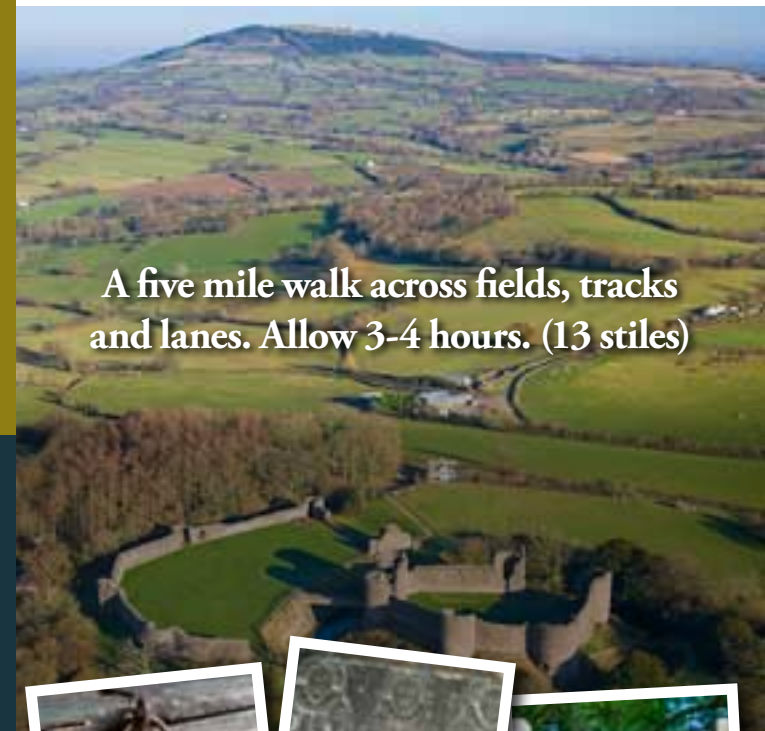
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OFFA



IN THE SHADOW OF WHITE CASTLE



A five mile walk across fields, tracks and lanes. Allow 3-4 hours. (13 stiles)



One of two circular 'walks with Offa' along the Monmouthshire section of the Offa's Dyke Path.

**The Welsh English Border
- where King Offa met his match!**

IN MONMOUTHSHIRE

Start and park at St Teilo's Church (1)

Llantilio Crossenny

St Teilo's Church (1)

This was frontier land and the church stands on the site of a 6th century battlefield where the Welsh defeated the Saxons. Legend has it that a local ruler, King Iddon, asked St Teilo for help to crush the Saxons. When his prayers were answered he gave Teilo land here on which the church was built.

Two centuries later the Saxon King Offa constructed a great dyke from north to

south Wales, which passed through this area. It marked the western boundary of his kingdom of Mercia with the wild and untamed lands of Wales. Part of this walk follows the Offa's Dyke National Trail.

Inside the church look out for carved stone memorials to the Walderne Family - John and Jayne, who died in 1620, and their three sons. Probably because his uncle

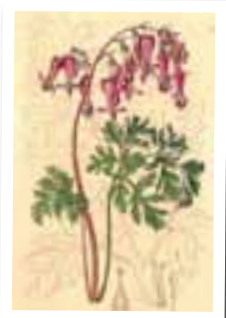
was the Curate, the botanical illustrator Sydenham Test Edwards was christened here in 1768. It's easy to imagine how Edwards' fascination with botany was fostered as he walked the local paths and fields.

Facing the entrance to the car park turn left and walk along the footpath beside the wall. Go through the gate into a field and walk down the fence line to the road. Go straight across and after a very short distance turn right into Hen Gwrt (2).

Hen Gwrt

The Bishops of Llandaff built a moated manor house here, which was later used as a hunting lodge for the surrounding deer park. All that remains is a square island surrounded by a moat, although

you can well imagine the deer park as you walk across the fields of Park Farm.



Return to the main road and turn left. Walk along the road past Park Farm. After the cattle grid turn left over stile. Walk across field towards another stile between two oak trees. Go over stile heading diagonally to the right of woodland. Go through gate and keep close to wood on left, as the path skirts around it and then through a gate with footpath sign on it. Head straight across field under pylons towards a stile slightly to right. Go across 2 stiles here into next field. Keep left around outside of field until reaching stile, go over it and head uphill towards buildings and a gate onto road. Turn left and walk past Middle Cwm Farm. Look out for Three Castles signpost/stile on left. (3) You now follow the Three Castles Walk. Go over this stile and immediately through kissing gate on right. Follow arrow to the left around field edge, down to stream and uphill to kissing gate on left. Go through k/g into field following arrow slightly to the right and head for another k/g. Go straight on following arrow until you see wooden post pointing the way. (This section can be boggy.) Follow hedge line on left and look for a yellow way marker on right where stream runs through valley. Cross bridge over stream (4) and turn left following marker to another bridge. Cross bridge and take stile to right into woodland. Go through wood and take right hand route over stile into field. Keep left along hedge over 2 stiles and around field edge uphill to stile. Go over stile into lane (5). Turn right and walk uphill, keeping left when the road bears right, until reaching White Castle (6).

White Castle is one of three castles in this area, built by the Normans to defend the border with land held by the Welsh princes. It's a great place to find out how the Normans tried to control this frontier zone.

Retrace your route down the lane from the Castle as far as Upper White Castle Farm. Take the track on the right immediately after the farmhouse (7). You are now following Offa's Dyke path. Stay on this track for about a mile until you reach a road. Turn left. Turn left after the Hogg's Head (8) signposted Offa's

Dyke. Very soon turn right over gate signed O/D. Keep to the left of the field, passing sweet chestnut tree on right and head for gate just after pond. (This section may be boggy.)

Go through gate and diagonally left across field to another set of gates. Through these gates go straight across another field to gates and then across another field heading for church spire and a gate. Go straight over the road following the O/D sign. Go diagonally straight across this field to another gate and across another field until coming out onto a road. Turn left. Keep straight on where the road bears left, to return to the church (1).

