

The Viking Raid of Kirblair Island

A Nordic Module

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Background

A prominent warrior-jarl, Hafgrim the Iron, is building a party to raid one of the British islands to the west. Raiders have just recently returned from invading the island of Lindisfarne, bringing back valuable loot and thralls. They say that the island settlement was virtually defenseless, isolated and without any military forces to speak of. Easy plunder.

Hafgrim's destination is a small island called Kinblair, located in the southeast of the Shetland islands. Though the island is small, it is not as defenseless as Hafgrim expects. It is ruled from a hilltop castle by King Bhatair, who commands a standing force of soldiers and is an experienced swordsman in his own right.

The inhabitants of Kinblair speak an old Celtic language called Pictish. They wear tartan clothes rarely seen in the Vikings' homeland, and worship different gods than the Norse gods. But they still value honor and skill in combat, not unlike the Norse people.

Unbeknownst to Hafgrim, another raiding party is forming across the sea that plans to attack the very same island. This raiding party comes from the heartland of the British Isles, from a Pict tribe there. The Pict warriors are relentless, many of them following berserker traditions.

Hafgrim is a well-known warrior, and the players might hear of his planned raid in a number of ways. Perhaps they hear other warriors talking about it in a nearby village, and go to seek out Hafgrim themselves. Perhaps they hear stories from the raid on Lindisfarne first, and learn of Hafgrim's raid when they ask around about other raids. If the players have some fame to their names, perhaps Hafgrim seeks them out himself.

On Kinblair, the players might find not only loot, but also glory in battle, and knowledge of a far-off land. Their adventure will mark one step towards the Viking conquest of Shetland and Scotland, and their actions might alter the course of history. Whether they be known as heroes or as villains, the players will surely be remembered by the people of Kinblair for years to come.

Setting Out

You are greeted by a tall, muscular man with a thick brown beard. He carries a shield with a gray sword painted on it. "I'm Hafgrim," he says, "and I hope you're not afraid of glory!"



Hafgrim the Iron

Class: Warrior

STR: 7 **DEX:** 4 **WIL:** 5

WIT: 4 **END:** 6 **LUC:** 4

Health: 18

Armor: Heavy

Weapon: Sword (*range: 1*)

A warrior-jarl known for his numerous successes in raiding and battle. He tries to lead his followers well, but is sometimes betrayed by his own blunt speech, or his tendency to lose himself in the thrill of battle.

When Hafgrim sees the players, he notes that they look like a versatile group. He tells them that if they want to join in on his raid, he wants them to be his forward scouts.

He offers them a proportionate share of the loot. The players can negotiate for more using a successful Wit or Will challenge.

Sample Dialogue

Hafgrim: "I don't know you lot, but you look like you can handle yourselves. How about this: you'll be my forward scouts. Sail ahead of the rest of us, look around the island, learn what their defenses and such look like. All we know so far is where this island is, and that it's supposedly

called *Kinblair*. Then you'll join the rest of us in pillaging, of course. You'll get an equal share of the loot to everyone else. What do you say to that?"

Players: "Sounds like we're doing extra work here. It's only fair we should get extra loot."
(*opposed Wit challenge*)

Hafgrim: (*success*) "Hmm, a fair point. Fine, that's acceptable, so long as you do well."

Hafgrim: (*failure*) "Take it or leave it. I have other men I'm paying just the same, and that I know and trust a great deal more than you."

Players: "I think you'll find we're worth more than your average brute." (*opposed Will challenge*)

Hafgrim: (*success*) "That's quite a boast! If you can back those words up with action, then I won't object!"

Hafgrim: (*failure*) "Hah! My men aren't *average brutes*. I'll not change my offer."

On the day of departure, Hafgrim gives the players their own boat to sail to their destination. He also sends a thrall with them as an interpreter:

When you meet up with Hafgrim, you see he has a young, red-haired woman with him. Her poor clothing and down-cast eyes mark her as a thrall. "Take this one with you," Hafgrim says. "She's from the area, and speaks the locals' language. She'll be your interpreter."

If the players don't want to take the thrall with them, Hafgrim will insistently try to change their mind, but ultimately will not force the players to take her along.

The players' destination is a small island called Kinblair, located to the northeast of the British islands, near Shetland:



In favorable weather, sailing a longboat between Kinblair and Norway takes about 24 hours. If the players brought Hafgrim's thrall along with them, they might want to speak with her. The thrall is a young Irish woman named Deidre:



Deidre

STR: 3 **DEX:** 5 **WIL:** 6

WIT: 7 **END:** 3 **LUC:** 3

Health: 9

A thrall originally from Ireland. She speaks Irish, Pictish, and as of her recent capture, Norse. She is rather gloomy, and not enthused about helping Vikings with their pillaging. However, she also holds no love for the Picts. She appreciates the players treating her respectfully, and avoiding wanton violence.

Deidre is not very talkative, but will still appreciate the players asking her questions to get to know her. Gaining Deidre's trust will make her more willing to give accurate translations later on. If the players try to get Deidre's help after causing her to dislike them, she will feign cooperation to protect herself, but might "mistranslate" to sneakily cause trouble for the players.

Sample Dialogue

Players: “Do you have a name, girl?”

Deidre: “Just Deidre.”

Players: “You speak quite a few tongues. Done some traveling, then?”

Deidre: “Sure. Not by choice. Guess it’s still something, though.” (*trusts the players more*)

Players: “You’d better not slow us down.”

Deidre: “Right.” (*trusts the players less*)

Referee Notes: Pictish Language

If any of the players happen to speak Pictish, they can speak with the people of Kinblair without needing Deidre to interpret. Pictish is spoken primarily in the region of the British Isles known today as Scotland. If the players have never been there, and haven’t learned the language from someone originally from there, it is unlikely that they would know Pictish.



Arrival

You reach land just as the morning sun dawns over the horizon. Your longboat slides onto the rocky beach with a slow, gravelly crunch. Birds chitter from the trees up ahead, and two fishermen stare at you from further down the beach, wide-eyed and frozen in fear.

If the fishermen are not dealt with quickly, they will flee further inland to warn their village, Melvar, of the strangers that just arrived.

Challenge

The fishermen are cowardly and would much rather flee than fight. There are several ways for the players to deal with them.



Kinblair Fishermen

STR: 4 **DEX:** 5 **WIL:** 4

WIT: 3 **END:** 4 **LUC:** 4

Health: 12

Words

The players can tell Deidre to say something to the fishermen. She'll yell in Pictish for them to hold up. Hearing one of the strangers speak Pictish will give the fishermen pause, buying the players more time to act.

Sample Dialogue

Deidre: "Hail! Hold a moment!"

With help from Deidre, the players can have a conversation with the fishermen. Convincing the fishermen that they mean no harm requires success at an opposed **Wit** challenge. The fishermen get a bonus of 2 to their roll for each player they can see carrying a weapon.

Sample Dialogue

Players/Deidre: “No need to fear. We’re just travelers. We mean you no harm.”

Fisherman 1: “Oh! I thought... well, what a relief! Well, travelers, if you need supplies, our village is just further ‘long the coast.” *OR*

Fisherman 1: “I’m not sure...”

Fisherman 2: “Conn, look at them weapons! Them’s wicked liars, they are!”

Fisherman 1: “You’re right! We better run for it!”

Alternatively, the players can threaten to kill the fishermen and/or their fellow villagers if they warn anyone about the players’ presence. This requires success at an opposed **Will** challenge. Keep the fishermen’s roll a secret. If the players fail, the fishermen will still say they’ll keep the secret, but they’ll be lying. Secretly make an opposed **Wit** roll against the player with the highest Wit to see if they catch the lie.

Sample Dialogue

Players/Deidre: “Tell anyone about us, and we’ll torch your whole village to the ground!”

Fisherman 2: “God help us!”

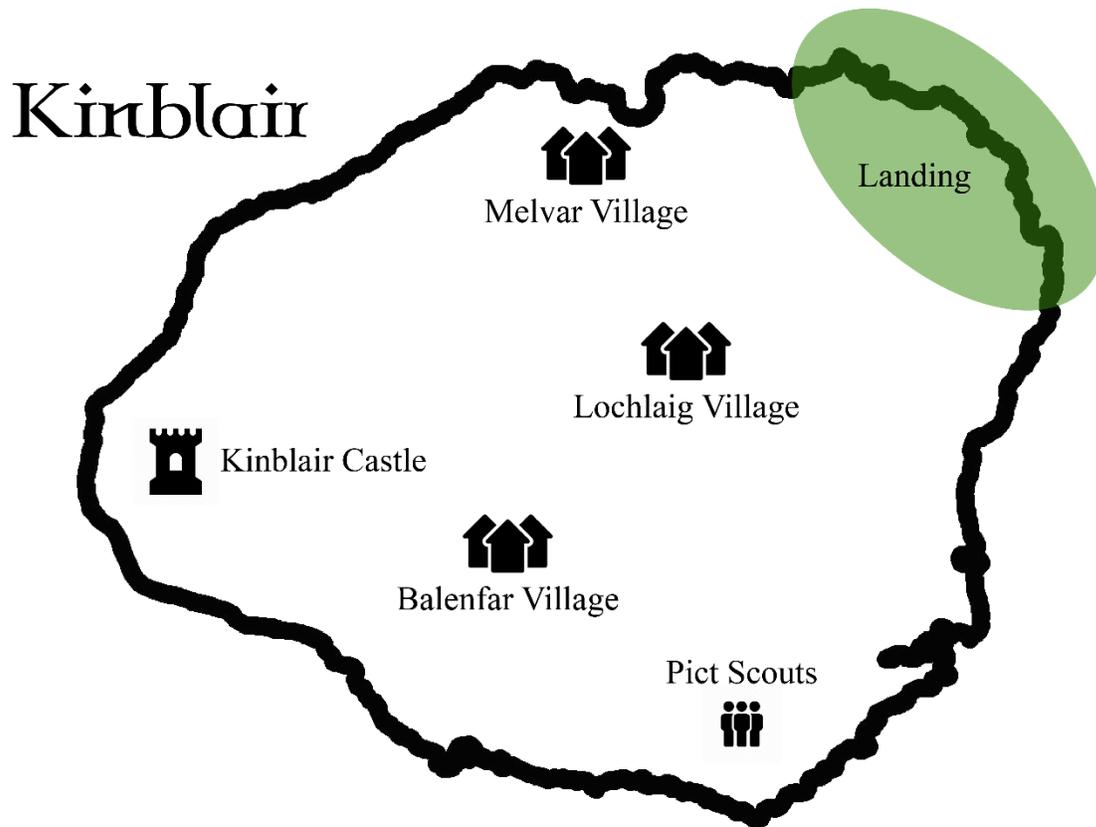
Fisherman 1: “We won’t tell anyone! We swear it!”

Violence

The fishermen are unarmed and can do nothing but try to flee if the players attack.

Deidre will be upset and trust the players less if they kill the fishermen in cold blood.

Scouting the Island



Having arrived on Kinblair, the players have a few days to explore, gather information, and do whatever they can to improve the raid's chances of success. Traveling from one end of the island to the other takes about a day on foot, or half a day on horseback.



Villages

There are three major villages on Kinblair. If a village's inhabitants have heard about the coming Vikings, they will hide in their homes and be afraid to talk to the players. Otherwise, the villagers will welcome the players as travelers.

Each village has unique goods or information that could help the players. The players might acquire these things through barter, bribery, charm, or force.



Kinblair Villager

STR: 4 **DEX:** 5 **WIL:** 4

WIT: 3 **END:** 4 **LUC:** 3

Health: 12

Sample Dialogue

(if the village doesn't know about the Vikings)

Villager: “Hail, travelers. Come a long way?”

(if the village has been warned about the Vikings)

Villager: “Everyone run for your lives! They’re here! The demon-folk are here! *Ahhhh!*”

Melvar Village

Melvar is a fishing village on Kinblair’s northern coast. Melvar’s residents are the most well-traveled on the island, thanks to their fishing boats. The players can acquire a map of Kinblair from the villagers here. If they do, give them the Map Handout (p. 35).

Sample Dialogue

Players/Deidre: “Aye, this is our first time on the island.”

Villager: “It is? Well, you’re in luck. Cormag just down the way makes some fine maps of Kinblair. I bet he’d sell you one, if you like.”

Lochlaig Village

Lochlaig is a prosperous farming village. Its farmers grow mostly oats, potatoes, and turnips. Lochlaig is also Kinblair’s center of horse breeding, and the players will find many more horses here than in any other village on the island.

Sample Dialogue

Villager: “Please don’t kill me!”

Players/Deidre: “Show us to your best horses.” *Will Challenge against the villager:*

Villager: *(success)* “Alright! I’ll show you, they’re over this way.” *OR*

Villager: *(failure)* “No! Ahh!” *The villager breaks down in tears.*

Balenfar Village

Balenfar is a farming village that mostly grows oats and potatoes. It is the closest village to the castle, so its residents are well-informed about happenings over there. Currently the villagers are abuzz getting ready to supply food for a feast celebrating the prince’s birthday. The celebration is scheduled to happen in a week.

Sample Dialogue

Players/Deidre: “Any exciting happenings lately?”

Villager: “Aye, it’s the young prince’s birthday in a week. There’s to be a great feast at the castle. We’ve all been preparing for weeks.”

Pict Scouts

As you step into a clearing, you see four men gathered around a makeshift campsite up ahead. They all stand in alarm at your approach, hands on weapons, exclaiming in Pictish. Two carry

bows, and start to sidle behind a pair of large rocks near their camp. Two carry spears, and cautiously step forwards to approach you.

Camped near the southeastern coast is a party of four scouts from one of the larger islands to the south. They will treat the players with caution and suspicion at first. If Deidre is with the players, she will greet the scouts in Pictish.

Challenge

The players can engage the Picts in conversation, with help from an interpreter.

Alliance: Like the players, this party is scouting ahead of a planned raid from the south. The players can strike an alliance with the Pict scouts by agreeing to help each other and split the loot. The scouts will make this alliance knowing that their leader would agree to it as well. They will let the players know when their main raiding force is set to arrive: four days after the Viking raiders are set to arrive.

Sharing Information: After establishing an alliance with the players, the Picts will be willing to share what they've found so far. They sailed around the south and western coasts, and got a good view of the castle's fortifications from the water. It is surrounded by sturdy stone walls and baileys, atop rocky cliffs that would make it difficult for attackers to approach. However, on the western side of the castle, they noticed a part of the castle's outer walls that looked very neglected, like it was about to crumble. The Picts think that someone could sneak around at the bottom of the crags, climb up, and break through the wall there fairly easily.

Sample Dialogue

Pict Scout 1: "Who are you? What are you doing here?"

Deidre: *(to the players)* "These men look like Picts."

Players/Deidre: "I might ask the same question."

Pict Scout 1: "That's none of your damn business."

Players/Deidre: "You look ready for some pillaging. Turns out, so are we."

Pict Scout 1: “Well, now. Maybe we have a bit in common. Maybe we can help each other.”

Players/Deidre: “I’m listening.”

Pict Scout 1: “We know a few things about that big castle up on the hill. We can share what we know, split the loot later.”

Pict Scout 2: “Whoa, you sure that’s alright?”

Pict Scout 1: “Sure. I know old Taog. He’d never pass up a fruitful alliance.”

Hostility: If the players don’t get the Picts to think they’re on the same side, the Picts will attack to try and get rid of their competition.



Pict Scouts 1 & 2

Class: Berserker

STR: 5 **DEX:** 3 **WIL:** 4

WIT: 3 **END:** 6 **LUC:** 3

Health: 18

Armor: Light

Weapon: Spear (*range: 2*)



Pict Scouts 3 & 4

Class: Hunter

STR: 4 **DEX:** 6 **WIL:** 3

WIT: 3 **END:** 4 **LUC:** 3

Health: 12

Armor: Light

Weapon: Bow (*range: 30, 12 arrows*)

If the players kill at least two of the Picts, the rest will retreat towards the sea, where their boat is landed. They will try to reach their boat and row away. If the players can capture them before they escape, they might be able to interrogate them for information by succeeding at an opposed Will challenge.

Sample Dialogue

Players/Deidre: “Tell us everything you know about this island if you want to live.”

Pict Scout: “Fine! Fine! We saw the castle, I can tell you about it!” *OR*

Pict Scout: “Demons! I’ll tell you nothing!”

Mistranslation: If Deidre strongly dislikes the players, she will subtly mistranslate some of the conversation. She will say that the neglected part of the castle wall is on its *southern* side, rather than the western side. Also, she will say that the Pict raiders are to arrive *just one* day after the Viking raiders are to arrive, rather than four days.



Kinblair Castle

In the distance, you see a stone keep standing at the top of a hill, stout and stately. Tiny, dark figures move about on top of the walls, and a banner high above the castle waves in the wind.

The castle baileys are manned by at least a few watchmen at all hours. The watchmen will sound an alarm if they see the players doing anything obviously hostile or suspicious, like sneaking around the walls.

Challenge

The players can sneak around the walls without being noticed by the watchmen by succeeding at a Difficulty 15 Dexterity challenge.

If they fail, the watchmen will notice the players. If the players are examining the walls or look like they're trying to hide, the watchmen will yell down to ask what they're doing. If the players try to respond through an interpreter, the watchmen will realize that the players are outsiders, run off, and sound an alarm. However, if any of the players speak Pictish, they can try to bluff with an opposed Wit challenge.



Castle Watchman

Class: Hunter

STR: 4 **DEX:** 6 **WIL:** 3

WIT: 4 **END:** 4 **LUC:** 4

Health: 12

Armor: Medium

Weapon: Bow (*range: 30, 12 arrows*)

Sample Dialogue

Watchman: “Hey, you! What are you doing down there?”

Player: “We’re builders. Just inspecting the walls!” (*opposed Wit challenge*)

Watchman: (*success*) “Oh! Well, I suppose that’s fine. Carry on then.”

Watchman: (*failure*) “Hah! Likely story! Get away from there, knaves!”

By examining the walls, the players can find a section of the western wall that lies near-crumbling and neglected. The primary watchtowers on the walls are located on the northeastern and southeastern corners. The terrain west of the castle is rocky and difficult to traverse, but is clearly not as well watched.

Planning



After one week, Hafgrim arrives on the same beach that the players arrived on, with three ships packed with raiders. He brings a total of 100 men with him, and is eager to hear the players' scouting report. He will ask the players the following:

- ❖ What kind of settlements are on the island
- ❖ What kind of guards or fortifications these settlements have
- ❖ What valuables they have
- ❖ If the players found any other information that seems useful

Sample Dialogue

Hafgrim: “Glad to see you, comrades. What have you found? Villages ripe for plunder?”

Players: “Aye, three villages, unguarded. And a big castle, with walls and watchmen.”

Hafgrim: “A castle, eh? Sounds like that’s where the real prizes lie. Let’s start there.”

If the players struck an alliance with the Pict raiders and they tell Hafgrim about it, Hafgrim will be happy for the help, but reluctant to split the loot.

Challenge

Hafgrim will be angry at the players promising loot to the Picts unless they can convince him that it's for the best. Convincing him to honor the agreement requires a convincing argument and success at an opposed Will challenge.

Sample Dialogue

Players: "We met with some scouts from another planned raid, Pict raiders. We struck an alliance with them, in exchange for splitting the loot..."

Hafgrim: "Hold up. Splitting the loot? You promised this without my say?"

Players: "The castle is on a hill, and well-fortified. We won't make it inside without help."
(opposed Will challenge)

Hafgrim: *(success)* "Hmm. Well, you're the ones who've seen it for yourselves. I'll trust your judgment, this time."

Hafgrim: *(failure)* "You doubt our strength? Those cravens can hide inside their walls all they like. We need no help to crush them. And if these *Picts* get in our way, we'll crush them too."

The players can also not mention splitting the loot, and try to bluff with a Wit challenge:

Sample Dialogue

Players: "We met with some scouts from another planned raid, Pict raiders. We struck an alliance with them. They'll help us with the raid."

Hafgrim: "I don't suppose they're helping out of the kindness of their raiders' hearts?"

Players: "They're in it for the glory, not the loot." *(opposed Wit challenge)*

Hafgrim: *(success)* "Strange folk, they must be, but I like them already. Alright, then!"

Hafgrim: (*failure*) “Hah! You joker! Of course they want in on the loot. And they can take it over my dead body!”

If the players allied with the Picts but don't mention the alliance, Hafgrim can't object. But the Vikings will assume the Picts are enemies if encountered later.

Coordinating the Attack

Hafgrim wants the players' direct input on the raid's plan of attack, since the players are the most familiar with the island.

Waiting for Allies: If the players convinced Hafgrim to agree to an alliance with the Picts, he will be willing to wait for them to arrive so they can coordinate together. A Pict messenger will arrive at the Viking camp in four days with authority to speak on behalf of his leader.

If Deidre mistranslated when the Picts intended to arrive, Hafgrim will expect them to show up in just one day instead of four. When two days pass with still no sign of them, Hafgrim will lose patience and order the raid to start without them.

When: If the Picts are present, they can coordinate to attack before the Vikings, after, or at the same time. If the players learned that a feast is to happen at the castle, they can suggest attacking while the castle is occupied with the feast.

Where: If the players told Hafgrim about the weakened section of the walls, he will suggest that the players stealthily lead a small group of raiders into the castle that way while the other raiders attack the front gates. Otherwise, he will declare that everyone is to charge the front gates.

Goal: Hafgrim declares that the first order of business is to kill or capture the king. Afterwards, the rest of the defenders should crumble. He assigns the players to lead the other troops in finding the king.

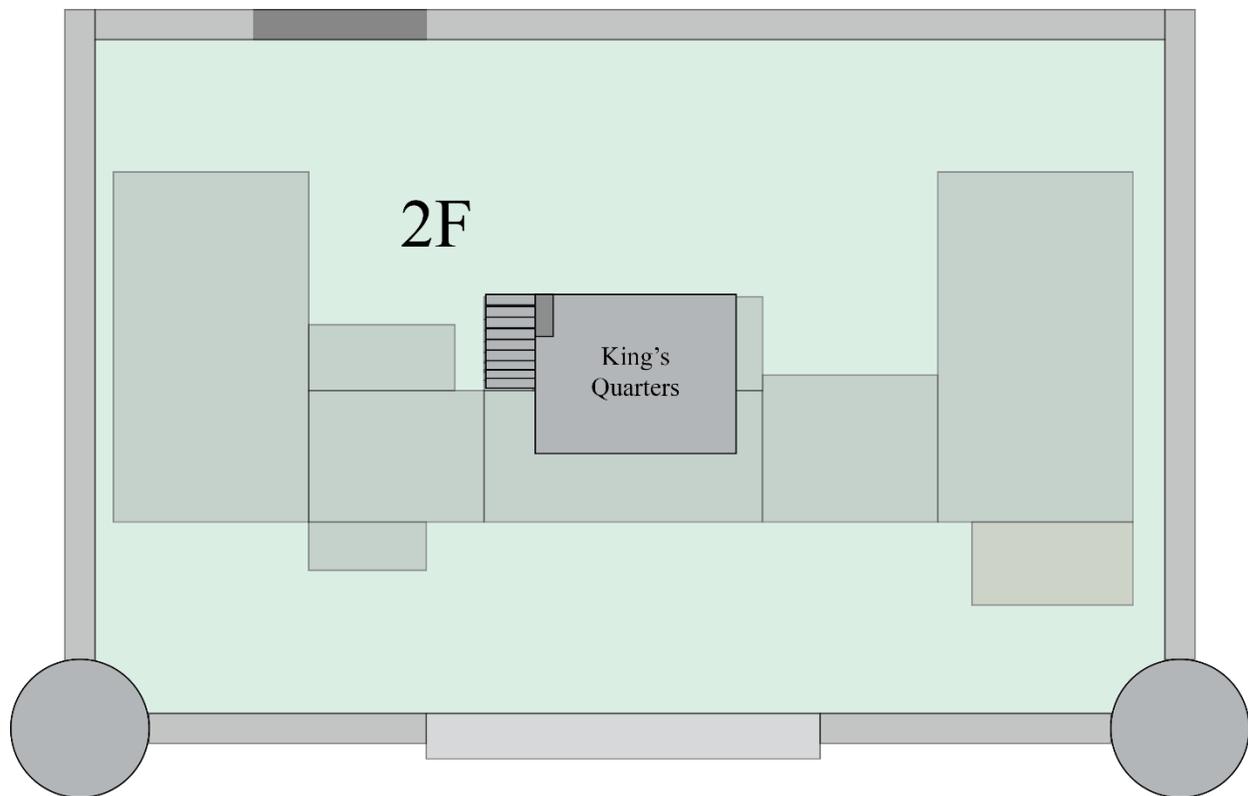
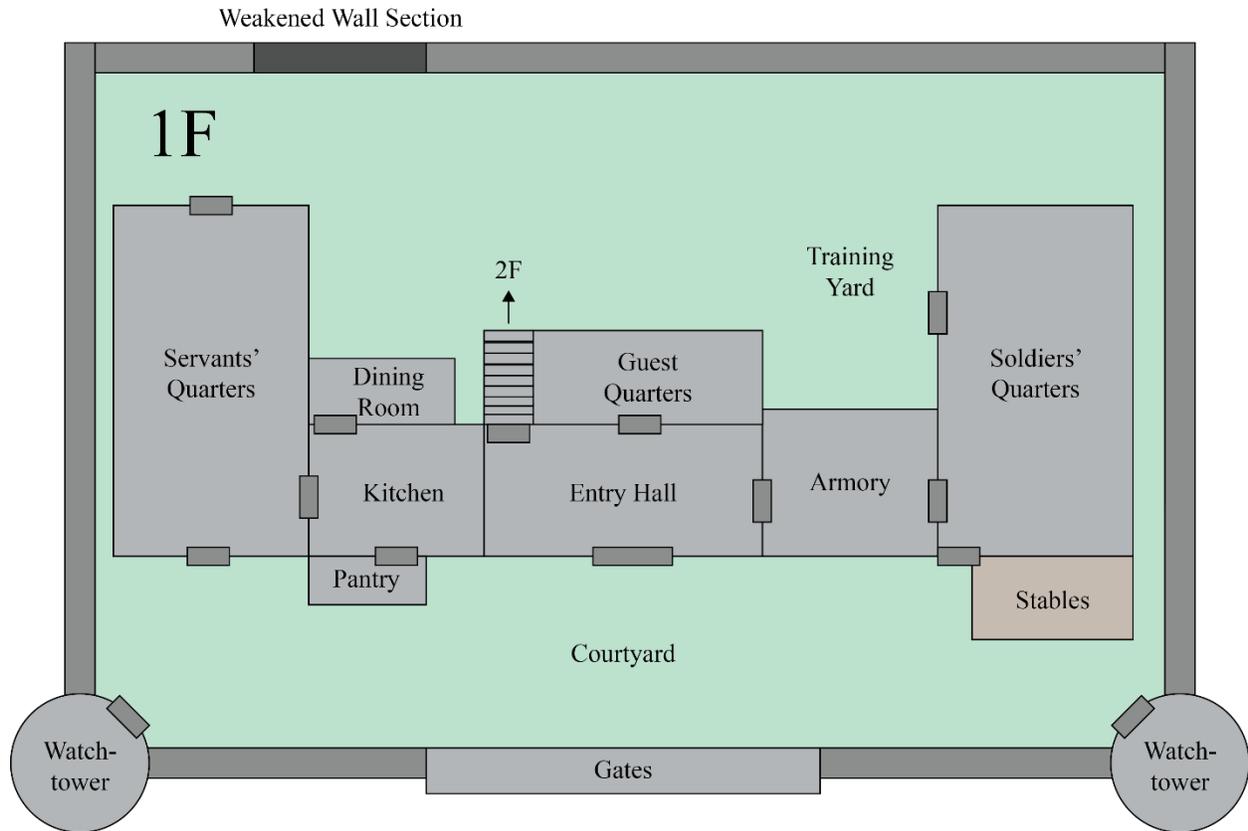
Hafgrim commands Deidre to stay behind, if the players brought her with them. A few other people also stay behind to guard the boats.

Raid on Kinblair Castle

The raid on the castle starts with 100 Viking raiders. If the players allied with the Picts and coordinated their attack, they will be supported by 90 Pict raiders, for a total of 190 raiders.

The castle's forces include 30 archers and 70 spearmen. If the Vikings raid alone, they will have a difficult fight on their hands, since the hilly terrain and walls give the defenders an advantage. Together with the Picts, though, the raiders will severely outnumber the defenders.

If the players alerted the castle people to their presence during the scouting mission, or if any villagers were able to escape from their pillaged villages, the castle will be **alerted** when the raiding force arrives, and ready to defend against the attackers. Otherwise, the castle will be caught unawares.



Referee Notes: Tracking the Battle

While the players search the castle for the king, the larger battle rages on without them. If their side takes too many losses, escaping the castle will become a deadly challenge.

Assign a Health value to each army:

Castle Defenders: 50

Vikings: 50

Vikings + Picts: 90

Every ten minutes the raid goes on for, roll for each side to deal damage to the other:

Vikings and/or Picts: Deal 1d6 damage to the defenders.

Castle Defenders: Deal 2d6 damage to the attackers.

If the castle was not alerted before the raid, they will need time to muster a defense. For thirty minutes, they will not do any damage to the attackers.

If the attackers' health drops below half where it started, start giving clues to the players that their side is taking heavy losses. Describe dead Vikings on the floor and the ground, enemy soldiers abandoning their spears for Viking axes taken from the dead, familiar speech being drowned out by the shouts of their enemies.

If the attackers' health drops to 0, most of the raiders are either dead or seriously injured. With no one left to fight, the remaining spearmen will move to the castle entrances and exits to keep watch for any surviving attackers. There will be six spearmen at every exit. Hafgrim will try to find the players:

Suddenly, Hafgrim runs up to you, gesturing frantically. "We need to go," he says between ragged breaths. "Too many losses. Damn it all, I'll save whoever I can." He's talking to himself almost as much as he's talking to you. He turns and runs for the exit, not looking to see if you follow.

If the defenders' health is reduced to zero before the raid is over, all of the defending fighters are either dead or too badly wounded to fight. The players will face no spearmen or archers in the castle anymore.

Breaking Through the Gates

The castle walls are manned by watchmen wielding bows at all hours.

If the castle is **alerted**:

A long line of archers stand atop the walls, arrows nocked, drawn, and ready to fire. As the raiders approach, the archers fire in unison. Pained screams echo across the field as the arrows strike their targets. But the raiders press on to the wooden gates, and begin hacking away at them with dozens of frenzied axes.

If the castle is **not** alerted:

You hear distant shouts from the castle, and see a few tiny figures dash along the walls. Even from this distance, they're obviously in a panic. The raiders raise a proud war-cry, charge to the wooden gates, and begin hacking away at them with dozens of frenzied axes.

Challenge

Breaking through the gates takes **4 turns** for the raiders. Each turn, any of the players can charge the gate and attempt a Difficulty 20 Strength challenge. If they succeed, they strike a hole in the wooden gate through sheer force, and the rest of the gate gives way soon after.

Breaking Through the Wall

If the players find the weakened wall section:

A large section of the wall sinks lower than the rest, and its uneven stones look ready to crumble. The ground it stands on is wet, muddy, and clearly unstable. It wouldn't take much effort to make the wall finish its steady deterioration.

If the players learned about the weakened wall from the Picts, but Deidre mistranslated the location of the weakened section:

This is where the Picts said the weakened section of the wall would be, but the walls look as sturdy here as anywhere else...

Challenge

Breaking through the weakened wall requires a Difficulty 10 Strength challenge.

Climbing the weakened wall requires a Difficulty 10 Dexterity challenge.

The Castle Courtyard

If the players go through the front gates, they will enter the castle courtyard.

If the castle is **alerted** and the **Vikings and Picts are raiding together:**

The gates open to reveal a line of spears pointed directly at the raiders. Some of the men holding those spears take nervous steps backwards, their faces falling, once they glimpse just how many attackers are about to stream through the gates. Vikings and Picts yell ferociously in unison, and charge, overwhelming the screaming spearmen.

If the castle is **alerted** and the **Vikings raid alone:**

The gates open to reveal a line of spears pointed directly at the raiders. The spearmen confidently raise their shields, and raise a proud battle-cry. The Vikings charge in with enraged cries of their own, and a bloody clash ensues.

If the castle is **not alerted:**

The gates open to reveal a small group of spearmen, shaking in their boots. They hastily shuffle to adjust their position, and raise their shields. But the raiders overwhelm them easily, giving the hapless spearmen only time to scream.

If the castle is alerted, every front entrance will be guarded by two spearmen who will attack the players if they try to pass:



Castle Spearman

Class: Warrior

STR: 6 **DEX:** 4 **WIL:** 3

WIT: 4 **END:** 4 **LUC:** 4

Health: 12

Armor: Medium

Weapon: Spear (*range: 2*)

The Backyard

If the players enter the castle from the weakened wall in the back:

A small group of servants across the yard turns to you as you enter the castle grounds. They shriek and sprint through a door ahead and to your right, tripping over each other as they go.

The grounds behind the castle are unguarded, regardless of whether the castle has been alerted. The players can enter the servants' quarters or the soldiers' quarters from the back, undetected.

Entry Hall

Imposing stone columns run in two lines through the center of the grand entry hall. braziers crackle on each wall, their sounds barely audible over the chaos of battle outside.

If the castle is **alerted**, the players will encounter six **Castle Spearmen** inside the entry hall. But if the Picts are raiding with the Vikings, they will rush inside after the players to fight the spearmen themselves:

Six spearmen stand ready for combat, circling around the door. But before they can attack, they are startled by a group of men rushing inside from behind you, shouting and pushing past. Pict raiders jump ahead of you and overwhelm the spearmen, viciously hacking at the defenders with bloody blades.

If the raid was *not* set to happen on the day of the feast:

A tall, stately man in rich garment and a crown stands in front of an ornate door at the back of the hall, sword in hand. Surely, he is the king here. He is flanked by two other swordsmen.

If the players engage these men, go to **King Bhatair** (p. 29).

Servants' Quarters

Men and women in common clothing turn in near unison as you open the door. One scream is followed by another and then another, and they all flood towards a door in the back of the room.

A thorough search of the room yields four **copper trinkets** that look valuable.

Soldiers' Quarters

If the castle is **alerted**:

Each wall of this comfortably-decorated room is lined with modest beds, but no one is in them.

If the castle is **not alerted** and the players **did not enter from the back**:

Several men are gathered in this room, playing a dice game in the center. At the players' entrance, they shout and stand to their feet, and run for the back exit.

If the castle is **not alerted** and the players **entered from the back**:

Several men are gathered in this comfortably-decorated room, playing a dice game in the center. At the players' entrance, they shout and stand to their feet, and run for a door in the far corner of the room.

A thorough search of the room yields six **copper trinkets** that look valuable, and three **daggers**.

Armory

This entire room is filled with weapons, mostly spears. There are also colorful shields and clean chainmail hauberks hung up on the walls.

If men ran into the armory from the soldiers' quarters, the players will find five **Castle Spearmen** inside, armed and ready to fight.

The armory contains dozens and dozens of spears, and many bows, arrows, and shields. There are also two **ornate copper swords**, and two **chainmail hauberks** (*heavy armor*).

Guest Quarters

This room is richly decorated, but dusty and deserted.

A thorough search of the room yields two **gold trinkets** that look valuable. There are also finely-made rugs and tapestries that look even more valuable, but are too heavy for the players to carry easily while the raid is still going on.

Kitchen/Pantry

This room is clearly the kitchen. It's filled with all manner of cooking utensils and meals abandoned mid-preparation. Everything smells like meat.

Both the kitchen and the pantry are well-stocked with food: mostly bread, beef, pork, chicken, and local vegetables.

Dining Room

Most of the space in this room is filled by a long table of beautiful dark wood, and spacious benches to go alongside it.

If the raid was not set to happen on the day of the feast, then no one will be in the dining room.

Otherwise:

A tall, stately man in rich garment and a crown stands at the far end of the table, sword in hand. Surely, he is the king here. He is flanked by two other swordsmen. A young boy in fine clothes is crouched fearfully in the back corner of the room, arms around his knees.

Go to **King Bhatair**.

King Bhatair

The king is ready to fight and die alongside his men. The two men with him are his personal guards, whose job is to see to it that the king doesn't *need* to die alongside his men.



King Bhatair

Class: Warrior

STR: 5 **DEX:** 4 **WIL:** 6

WIT: 6 **END:** 4 **LUC:** 4

Health: 12

Armor: Medium

Weapon: Longsword (*range: 1*)

King Bhatair is known as a fair and honorable ruler to his people. He is brave, but does have a weakness: he is very protective of his son, Morgan. Bhatair would do just about anything to assure Morgan's safety.



Bhatair's Guards

Class: Warrior

STR: 7 **DEX:** 4 **WIL:** 4

WIT: 4 **END:** 6 **LUC:** 4

Health: 18

Armor: Heavy

Weapon: Longsword (*range: 1*)

If the players encounter King Bhatair in the entry hall, he will fight to the death, along with his two guards. He will brook no negotiation, even if the players try to speak to him in Pictish.

If the players encounter King Bhatair in the dining room with his son Morgan, then he will be far less ready to die. If he is brought to 6 health or below, he will surrender and move protectively in front of Morgan:

The king yells in pain at the blow, and his sword falls to the ground. He raises his hands in surrender and drops to his knees, positioning himself directly in front of the young boy still cowering in the corner.

If any of the players can speak Pictish, they can convince the king to surrender without a fight by threatening or offering to protect his son, and succeeding at an opposed Will challenge:

Sample Dialogue

King Bhatair: “Stay back, devils!”

Players: “That’s your son back there, correct? Lay down your arms and he will not be harmed.”
(*opposed Will challenge*)

King Bhatair: (*success*) “Curse you. He’s only a child. I... I have no choice. I’m sorry, men...”

King Bhatair: (*failure*) “You demons would hurt a child? I will not allow it. You will die by my blade before I would let you lay a finger on Morgan!”



Morgan Bhatair

STR: 2 **DEX:** 2 **WIL:** 3

WIT: 2 **END:** 2 **LUC:** 4

Health: 6

An inquisitive child of seven years. Dearly loves his father, King Bhatair.

King’s Quarters

The stairs emerge into a spacious and richly decorated bedroom, lined with plush rugs, curtains, and tapestries. There are two beds, one much larger than the other, and a huge wooden armoire.

The king’s quarters contain a **jeweled longsword** next to the bed, several fancy outfits inside the armoire, and various high-quality decorations. If the raid is not on the day of the feast, then the king’s son Morgan hides inside the armoire:

You’ve barely opened the armoire when a high-pitched scream comes from inside. Opening the armoire reveals a well-dressed young boy hiding inside. Crouched in the back corner of the armoire with his arms around his knees, he looks up at you with sheer terror in his eyes.

If the players leave him alone, he will continue hiding in the armoire, frozen in fear. If the players decide to take him with them, he will be too afraid to attempt escape or resistance.

Aftermath

After searching the king's quarters, when the players go back downstairs, they will find Hafgrim there to meet them. He will give them a status update.

On the other side of the door at the bottom of the stairs, you run into Hafgrim. He gestures frantically towards you. "They're surrendering! The cravens are lost without their king! Ha-hah!" Behind him, amidst the blood and corpses littering the floor, several defenders have laid down their arms in surrender.

Loot

With the raid a success, Hafgrim sets his forces to hauling off the heavier loot with help from the castle's horses. The loot includes fancy rugs and tapestries, and gleaming jeweled trinkets.

If the Picts joined in the attack, their leader will approach Hafgrim to discuss splitting the loot, along with an interpreter. If Hafgrim never agreed to splitting the loot, a fight ensues:

You hear Hafgrim and the Pict leader shouting at each other. The Pict interpreter struggles to keep up with them. Finally, they each draw their swords, and their duel begins. The men around them back away in awe. In but a few clashes of their swords, Hafgrim disarms the Pict leader and delivers a vicious cut to his arm. The Pict leader backs away and snaps at his interpreter. "You have no honor," the interpreter says to Hafgrim. "And this is not over." The leader retreats from the castle, followed by his men.

Morgan

If the players have Morgan with them, Hafgrim will notice. He suggests that the players teach him to fight and be a good little helper:

Sample Dialogue

Hafgrim: “That boy there, is he the king’s boy? You’ve found yourself a little helper! Good for you! I bet he’ll make a fighter yet!”

Morgan will fear the players at first, and not understand what they’re saying unless they speak to him in Pictish. If they treat him poorly, he may one day seek to avenge his father. Otherwise, with some patience and teaching, he will come to trust the players more and will want to learn more about their culture. Eventually, he could even become a reliable helper.

Deidre

If Deidre was brought on the raid and came to strongly dislike the players, then when the players return to the landing site, they will find Deidre dead:

As the boats come into view, so do their guards... and a body crumpled on the ground. When you get closer, you can recognize the body as Deidre. “The wench tried to escape on one of the boats,” one of the guards says. “Said something about how she’d see us all in hell. What do you make of that?”

Otherwise, Deidre might be willing to continue her travels with the players, if they want. She would be willing to teach any of them Pictish or Irish, if they ask her to.

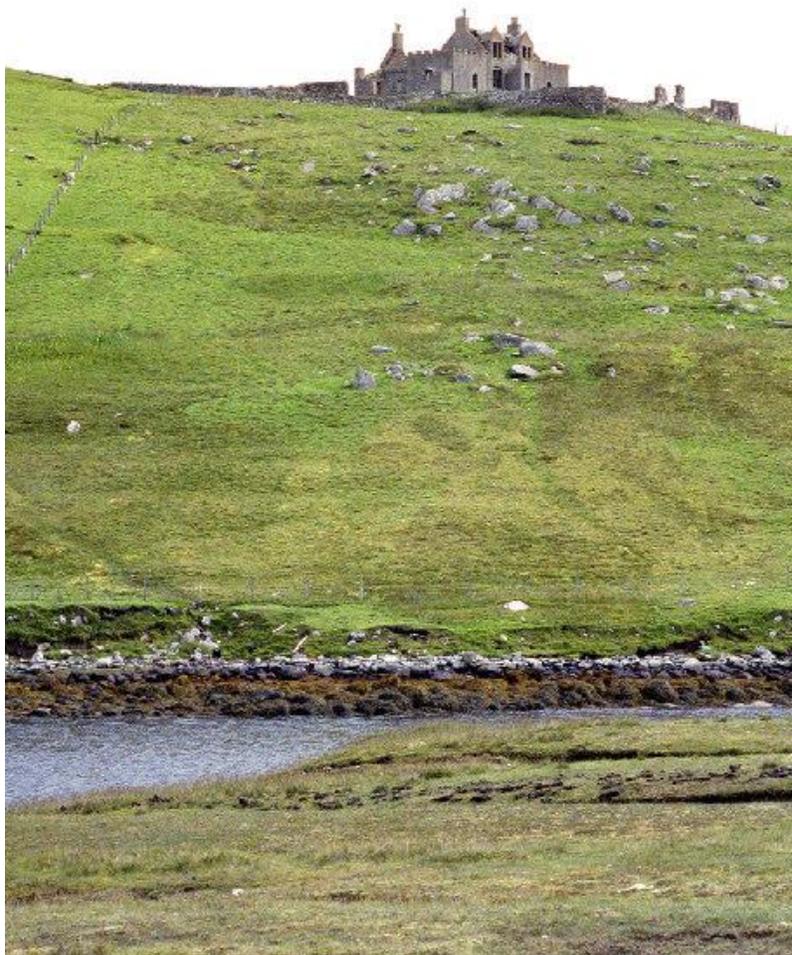
Villages

With the castle’s forces dead or surrendered, the villages of Kinblair have no one to defend them from pillaging. The villagers have few unique valuables, but an abundance of food and other common goods.

Kinblair

If King Bhatair was killed, Kinblair is left without a ruler. The island is ripe for conquest under a Viking king. Hafgrim might seek this title for himself, but perhaps one of the players wants to rule even more than he does...

But beware if the Picts were betrayed and denied the spoils of the raid. They will return to Kinblair, next time with greater numbers.



Map Handout

