



TRIAL: THE RETURN (FARA HEIM)

Homeward bound, you carry with you the bodies of the fallen and the riches you were able to plunder. As you reach land, the men are reunited with their kin and the gold is brought ashore.

Roll Once.

+1 For Every 3 Gold.

-1 For Every Dead Warrior.

Spoils: The raid was a success! Gain 1d6/2 Glory.

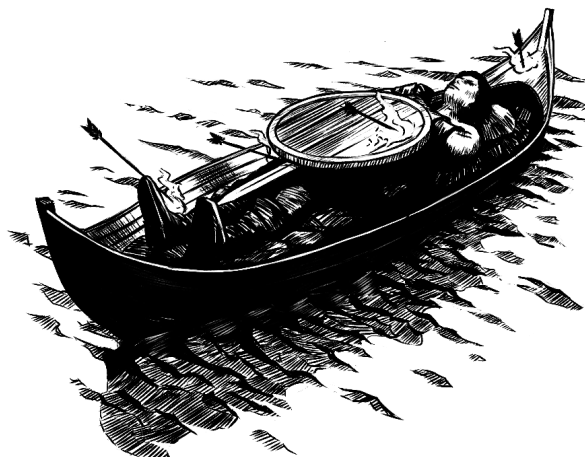
Price: The raid was a failure. Gain no Glory.

GLORY AND THE THRONE

GLORY is a measure of power, success and influence. For a Jarl, glory is the path to becoming **KING**.

You gain glory in three ways:

1. Returning victorious from a raid
2. Honoring the Dead
3. Amassing Gold



TRIAL: THE BURIALS (SJAUND)

The dead must be honored so that their souls may travel to Valhalla. Songs must be sung, stories must be told, and their deaths can never be forgotten.

Roll Once Per 6 Dead Warriors.

Spoils: Their names will live on in sagas told forever. Gain 1d6/2 Glory.

Price: They died for nothing. Their names shall be forgotten to time. Gain no Glory.

TRIAL: CHOOSING A KING (THING)

It is time to choose a new king among the jarls. Let he how has amassed the most glory wear the crown.

Add up your current Glory. Roll 1d6 for every 3 gold you have and increase your Glory by 1 for each result of 4 or higher. If the result is 8 or higher, you are crowned king!



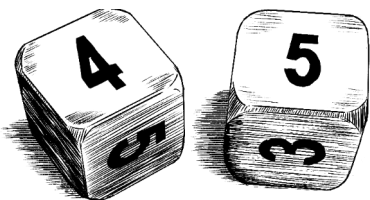
PILLAGE

A GAME OF PLUNDER

A SOLO PAMPHLET GAMING EXPERIENCE.
ART BY DEAN SPENKER. WRITING BY BENJAMIN PALMER.
ADVENTURES AWAIT STUDIOS ♦ 2025

It is the middle of the ninth century in northern Europe. You are the **JARL** of a small viking territory. Each summer, you take command of **THREE** longships, each of which can carry **TWELVE** fearless warriors. Your goal is to raid the English isles, plunder as much **GOLD** as possible, and then return home victorious.

To do this, you'll use two six-sided dice (d6) to determine the outcome of the various **TRIALS** you have along the way.



When faced with a trial, you'll roll 2d6. If you roll equal to or higher than **EIGHT** you gain the **SPOILS**. If not, you fail and pay the **PRICE**.

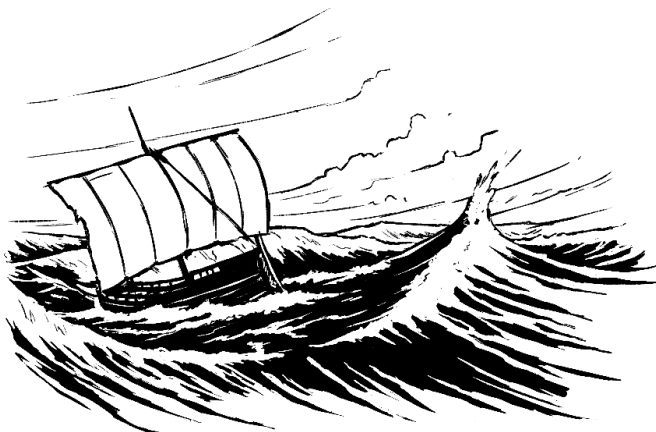
TRIAL: THE SPEECH (MÆLE)

You must gather your men together, inspire them with words and song, and stoke the fire inside them so they will join you.

Roll Once.

Spoils: Your men are with you! Roll 2d6+4 three times to determine how many men volunteer to board each longship.

Price: They follow because they must. Roll 2d6 three times to determine how many men volunteer to board each longship.



TRIAL: THE JOURNEY (FERÐ)

Each ship must brave the open seas and stave off the wind, rain, and whatever might lurk beneath the waves.

Roll Once Per Longship.

Spoils: The ship reaches England safely.

Price: The journey is fraught with danger. The ship loses 1d6 Warriors.

TRIAL: THE APPROACH (LAUMA)

You must be stealthy in your approach lest the English have time to raise arms and bolster defenses.

Roll Once.

-1 For Every 10 Warriors.

Spoils: The English have a Defense of 1d6-2.

Price: The English have a Defense of 1d6+2.



TRIAL: THE BATTLE (HJALDR)

The time for battle has come! You must slay the English defenders so you can loot their holdings and fill your ships with their gold.

Roll Once Per Longship.

+1 For Every Two Warriors Onboard.

-1 For Each Point of English Defense.

Spoils: Victory! You only lose 1d6-2 Warriors.

Price: Defeat! You lose 1d6+2 Warriors.

TRIAL: THE PLUNDER (HRÆÐA)

The battle is done. If fate bestowed upon you a victory, then the fruits of conquest are yours to claim. Take what you can before reinforcements arrive.

Roll Once Per Spoils Result Above.

Spoils: You gain 2d6 Gold.

Price: You gain 1d6-2 Gold.