



# Astérix chez les Pictes

## **PLOT SUMMARY**

The life of the Gaulish village is disturbed when Astérix and Obélix find a kilt-wearing warrior from afar, frozen in a block of ice and washed up on the beach. Although his speech has been affected, the Pict, MacOloch, attracts much admiration (especially from the ladyfolk), before Astérix and Obélix are charged with escorting him back to Caledonia. After the traditional encounter with pirates, they arrive in the land of the Picts just as a convoy of Romans are also setting foot there. They pass by a loch and meet with a monster, Afnor (Obélix calls it a big otter) before arriving in MacOloch's village, complete with haunted castle.

Amidst a series of gags that play upon popular associations with Scotland—tossing the caber, the Northern Lights, haunted castles, hearty eating and drinking—we see the in-fighting amongst the Picts, with opposing clans wearing red and black or green and yellow tartans. MacAbbeh, leader of one faction, sides with the invading Romans in the hope of becoming King of the Picts. He has also captured MacOloch's beloved Camomilla!

After journeying via the (friendly) monster's loch, Astérix and Obélix find Camomilla. In the meantime, a meeting of the clans proves discordant, with the Romans arriving at a the scene of in-fighting. Nonetheless, the Picts unite against the Romans and MacAbbeh, defeating and expelling them. MacOloch and Camomilla are declared King and Queen. Astérix and Obélix return to their village for the traditional banquet, this time in the presence of a confused passing Roman official.