

Return to Apple Lane elements

This is the method I used to rewrite the scenario:

<http://thelonecrusader.com/how-to-rewrite-an-adventure-using-the-mythic-game-master-emulator/>

Original Scenario: <http://www.glorantha.com/docs/return-to-apple-lane/>

Please read the original scenario. I am not copying the relevant texts about the area and npc descriptions.

	Unknown	Known
Locations		Chieftain's hall Apple Lane Gringle's pawnshop Asborn's Stead Thane's House Tin Inn
NPCs	Erianda	Chief Gordangar Gringle Goodsell Darsten Black Oak Dronlan Swordsharp (the Thane) Bulster the Breaver Bek Leadhead Squinch Greybeard Quackjohn Eighty-Eyes (the pawnshop protector)
Objects	The Eye of the Halfbird The Lead Grimoire The Iron Cardinal's Egg	
Plot elements	Gringle has become a Lunar tax collector Gringle's pawnshop is closed when heroes arrive The Lunar force arrives in three days Darsten and Erianda and their thugs are after the Eye Dronaln's death puts Apple Lane into troubled times King Blackmoor will get angry to heroes	King's oath to protect Gringle Gringle needs heroes as his bodyguards
Goals	Get Gringle out of Apple Lane	Protect Gringle

Premise

Heroes are members of the Orlmarth Clan of the Colymar tribe struggling against the oppressive magical might of the Lunar Empire.

Our hero

(Character concept taken from:

<https://forum.rpg.net/showthread.php?760853-101-HeroQuest-Glorantha-characters&p=19224046#post19224046>)

Lankmakt the Relentless [Sword Sage](#), initiate of the [Hevduran](#) subcult of [Lankhor Mhy](#), formerly from [Sylthi](#), on his way to his destiny up north, 25 years old.

Sword Sage 19

- Sword Fighting +1

Esrolian 13

Community: [Hevduran Dege](#) temple in [Sylthi](#) 13

Community: Orlmarth Thane 13

Storm 13 (passionate, proud, unpredictable, violent)

Truth 1W Initiate of [Hevduran](#) subcult of [Lankhor Mhy](#) (exacting, studious, truthful)

- Find weakness +1

Death 7W (relentless, ruthless, unemotional)

- Death by a thousand cuts +1

- Relentless (Distinguishing Characteristic) +1

Companion: "Dullblade" Humakti Enchanted Iron Sword

- Death 7W Initiate of [Humakt](#) (brave, cold, fatalistic, merciless, taciturn)

- Truth 18 (honorable, honest, loyal)

- Dim-witted 13

Does not suffer fools gladly 8W

Sharp Tongue 7W

Uncomfortable with kids 13

Unspent Additional Abilities: 1

Ability Points: 0

Magic Points: 0

Hero Points: 3

Lankmakt is from Esrolia. He gained an epiphany about fulfilling his meaning of life as a servant to a King in Sartar. He left home early and started to seek for a master. He has now been a thane for Chief Gordangar for couple of years. This is merely a stepping stone in his journey to serve the greatest: King of Sartar. He doesn't really care if his master is Lunar or not.

Index

Black text is roleplaying and storytelling

Blue text is HeroQuest Glorantha contests and their outcomes

Yellow text is Mythic questions and scene setups

The Story

I will be using Mythic GM Emulator to move the story forward.

The scenario begins at the hall of Chief Gordangar of the Orlmarth clan. The chief welcomes Lankmakt, having summoned him to his hall immediately upon his return from a meeting with King Kangharl and other tribal leaders at Clearwine Fort. Gordangar is visibly angry, and still caked in dust and mud from his travels.

Gesturing, the chief says: *"Evil plans are being brewed in Clearwine. The king intends to break the oaths of my father to a loyal thane of the House of Sartar. My father promised to protect Gringle; we Orlmarthings will not foreswear our ancestor's oaths! I want you to ride immediately to Apple Lane and warn Gringle Goodsell that the king has proclaimed him outside of tribal protection and that an attack on him has been planned."*

Theme: Standard

Chaos factor: 5

Scene 0: Lankmakt wants to know more about Gringle and especially about the King's oath. This information about the king can prove to be valuable in his journey.

∗: (2) Scene Interrupted: NPC action: Abandon Attention∗ random npc: Quackjohn

Just when Lankmakt starts to question Gordangar about Gringle and the King's oath other thanes of the clan bring a duck to the chieftain's hall. The duck has requested meeting with Gordangar. He introduces himself as Quackjohn, servant for Gringle Goodsell in Apple Lane.

"Does Quackjohn tell us why he came to us?" (50/50 vs 5: 50%) Roll 15: Yes

Quackjohn tells that his "little birds" warned him about a Lunar force that was hiring thugs in Clearwine. He remembered an oath that Gordangar's father made long ago. He has now come to ask for help with dealing the Lunar force. His master is not leaving the pawnshop. At least if Quackjohn asks him.

"Do Quackjohn and Gordangar correctly predict how long it takes the Lunar force to arrive in Apple Lane?" (Likely vs 5: 75%) Roll 9: Exceptional Yes

Gordangar and Quackjohn are pretty sure the force will be in Apple Lane after two nights.

"Well, *this was convenient*", says Gordangar. "*I was just gathering someone to warn Gringle*", says Gordangar.

Simple Contest: Lankmakt tries to ask more forces so that they can better secure Gringle.

"*I would need more men!*", says Lankmakt.

Lankmakt: Orlmarth Thane **13 vs 14** (moderate)

Roll: (18vs6) fail vs succ => **Minor Defeat**

"*I'm sorry Lankmakt. We really can't send more men. We heard Black Oaks are going to raid us and we need all soldiers here*", Gordangar says.

Lankmakt and Quackjohn should leave immediately to secure Gringle.

Chaos factor: 6

Lankmakt and Quackjohn set up and leave to Apple Lane: (4) Scene Interrupted: NPC positive: Abuse Evil

As they leave the tula and has traveled a while they meet up a group of Lunar soldiers.

"*Halt travelers! Which way to Apple Lane?*", the leader asks. They are in a hurry and don't seem to care about Quackjohn.

"Does Quackjohn handle the Lunar soldiers?" (Very Unlikely vs 6: 45%) Roll 49: No

He still sees it better if Lankmakt tricks the Lunar soldiers a little.

Simple Contest: Lankmakt tries to fool the Lunar soldiers to take a longer route to Apple Lane.

Failure would mean that they are not fooled and probably will ask Lankmakt to guide them to Apple Lane.

Lankmakt is very truthful and straight person. First he has to try to overcome his Truthful-ability.

He does not care about these Lunars: Relentless vs Truth (8W vs 1W)

Roll: (13vs16) fail vs fail => (hr) **Marginal Defeat**

Lankmakt has some problems in getting the words out of his mouth. He has a sharp tongue but it is not very well suited for this. Finally Lankmakt points Lunars to the correct way. "You fool!", Quackjohn scolds him.

"Are they outnumbered by the Lunars?" (Very Likely vs 6: 90%) Roll 53: Yes

They just have to pick up the pace and not start a fight with the Lunar group.

New NPC: Lunar group

Chaos factor: 7

Lankmakt and Quackjohn arrive at Apple Lane.: (6) Scene Interrupted: NPC action: Release Investment (Random NPC: Bulster)

When Lankmakt and Quackjohn arrive at the gates Bulster, the innkeeper, approaches them furiously. "*Those Lunars came and took control of my inn! They threw me out! Quackjohn, please help me.*" Lankmakt responses: "*We will help you. Is Gringle safe?*"

"Is Gringle in the inn?" (50/50 vs 7: 75%) Roll 41: Yes

"No, he is also in the inn. I am not sure if they've done something to him." Lankmakt can't take this anymore. *"I should've taken care of them at the road"*.

Extended Contest: Lankmakt and Quackjohn try to drive Lunars away and save Gringle.

Augment with Does not suffer fools gladly: 8W vs 14 (4vs8) => succ bt crit vs succ Minor Victory (+6)

Lankmakt Sword Fighting: 20 + 6 (augmented) = 6W

Drive Lunars away: 17

Round 1: (11v16) fail bt succ vs succ => (hr) margdef

Points: 1 - 0

Lankmakt bursts into the inn thinking that the Lunars have only been drinking there. There was definitely guards ready. Maybe this isn't going to be easy fight after all.

Round 2: (16v14) fail bt succ vs succ => (hr) margvic

Points: 1 - 1

Lankmakt knocks the first guard down straight when he enters the tavern.

Round 3: (14v13) fail bt succ vs succ => (hr) margvic

Points: 1 - 2

The second guard snaps out of his daydream but too late. Lankmakt trips his chair and the guard hits his head badly.

Round 4: (14v4) fail bt succ vs succ => (hr) margvic

Points: 1 - 3

One of the Lunars had find the wine already and rumbles towards Lankmakt. Lankmakt takes a good grip of the tipsy soldier and tosses him out of the window.

Round 5: (5v10) succ bt crit vs succ => minvic

Points: 1 - 5

Lankmakt goes to sword fighting with the soldier who seems to be the boss. What group is this? The "boss" does not even try. Lankmakt chases Lunars out of the inn. They grab their horses and drive in fear out of the town. We won't be seeing those fools anymore.

Gringle greets Lankmakt. *"Thank you for that. But I think they will be returning. Please, join us for tea at my pawnshop."* Gringle and Quackjohn leave and indicate that Quackjohn will fetch Lankmakt after Gringle has got some rest.

Chaos factor: 6

Lankmakt has time to chat with local thane, Dronlan Swordsharp: (2) Scene Interrupted: PC negative: Travel Reality

Travel FROM Reality? Lankmakt will somehow move temporarily to god plane and be part of a heroquest.

"Is the heroquest related to the Lunar mission about Gringle?" (Very Likely vs 6: 90%) Roll 24: Yes

Lankmakt hears about Dronlan. He is pointed towards Dronlan's house. As he steps out of the inn he gets this weird magical feeling. He has felt this before when they were doing that ritual in Sythi. He was acting as a supporting character in the ritual. Lankmakt feels a strong magical presence of his god.

Simple Contest: This moment is so strong that Lankmakt tries to really connect with his god to get a blessing for his mission here in Apple Lane. Failure would mean his god isn't listening or worse.

Initiate of Hevduran (1W vs 14): Roll (19v8) fail bt succ vs succ => (hr) margvic

Lankmakt gets a brief contact with his god and feels a blessing. +3 for future actions involving his god.

Lankmakt gets to Dronlan to introduce himself and his business in the town. Dronlan had also felt something magical and weird. Dronlan thanks Lankmakt for dealing with the bullies in the inn.

Chaos factor: 5

Quackjohn fetches Lankmakt to Gringle's: (10) Scene Unaltered

Gringle is very welcoming to Lankmakt. Quackjohn serves dinner and they have good conversation. Gringle thanks Lankmakt again. Gringle presents the treasures he possesses.

"Does Gringle want to get out of the town before any confrontation?" (Impossible vs 5: 5%) Roll 42: No

"I saw what you did at the inn. Can you help me defend against whoever is after my treasures?"

Lankmakt answers: *"Of course, that's why I was sent here".*

"Does Gringle accomodate Lankmakt?" (Near Sure vs 5: 90%) Roll 12: Exceptional Yes

Gringle provides Lankmakt with a room and all access to the house.

Simple Contest: Prepare for tomorrow

Lankmakt goes through the house and finds out about weaknesses and strengths. (Game technically he is looking for a lingering benefit for tomorrow).

Find weakness: 2W vs 14 (moderate)

Roll: (5vs6) fail bt succ vs succ => (hr) margdef

Lankmakt spends all afternoon trying to examine the house, but Quackjohn follows him and blocks access to most of the places out of distrust. Lankmakt does not get good overview of the house.

Chaos factor: 4

The next day around mid-day, a band of five people arrive in Apple Lane, led by two riders – a thane and a strange red and blue woman. They are all armed and are asking about Gringle's Pawnshop. : (5) Scene Unaltered

"Is the previous Lunar group part of this band?" (Very Likely vs 4: 75%) Roll 51: Yes

Darsten confronts Gringle before the pawnshop.

"Does Dronlan confront Darsten?" (Likely vs 4: 55%) Roll 87: No

"Where is Dronlan?", Gringle asks.

"Has Dronlan somehow sneaked into the pawnshop?" (50/50 vs 4: 35%) Roll 2: Exceptional Yes

"Right here, and I bought some friends with me", Dronlan says. The magic feeling Dronlan got yesterday gave him a strong hunch about today. He drove and spend all night at Asborn's stead acquiring backups. Asborn sent three of his best men to drive off the Lunars. Dronlan says this is something he felt really strongly (magically) he should do.

"Does Lankmakt get godly inspiration to drive the Lunars away?" (Near Sure vs 4: 80%) Roll 21: Yes

Lankmakt feels his god fulfilling him in his quest to protect Gringle and drive away the attackers.

Simple Contest: Lankmakt tries to outplay the attackers verbally.

Success confuses attackers and gives benefit to the attack. Failure would mean giving out crucial information about the shop's weaknesses.

Sharp Tongue: 7W vs 14 (moderate)

Roll: (3vs15) success bt critical vs failure => Major Victory

Lankmakt and Darsten start a lengthy conversation over the yard. Darsten tries to make Lankmakt look like a uncivilized idiot. But Lankmakt answers to all his witty comments with even wittier replies. Lankmakt addresses the thugs and scolds them for taking part in this. Some of them run away forcing Darsten to take part in the fight also. This is a major blow to the thugs. +6 to the fight.

Chaos factor: 3

The now demotivated thugs attack the pawnshop with Darsten: (4) Scene Unaltered

The thugs attack and Dronlan and Lankmakt lead the defence.

Simple Extended Contest: Lankmakt tries to drive the thugs away. Failure would mean that the thugs manage to steal the treasure or even worse.

Lankmakt: This is a job for Sword Sage (19 + 6): 5W

Resistance: High (20)

Round 1: (17v7) fail bt succ vs succ => (hr) margvic

Points: 0 - 1

The thugs don't seem to like to get moving. Darsten needs to force them to approach the house.

Round 2: (6v11) fail bt succ vs succ => (hr) margdef

Points: 1 - 1

Darsten get the crowd moving and they scatter around the house.

Round 3: (17v1) fail bt succ vs crit => mindef

Points: 3 - 1

Darsten positions himself in front of the pawnshop. Apparently not afraid of the defenders. He takes a torch and lights it. "You better come out"

Round 4: (2v1) succ bt crit vs crit => (hr) margvic

Points: 3 - 2

Thugs start to ram the door and climbing inside the windows.

Round 5: (11v14) fail bt succ vs succ => (hr) margvic

Points: 3 - 3

The defenders get ready for the door while Lankmakt drops thugs easily out of the windows.

Round 6: (9v5) fail bt succ vs succ => (hr) margvic

Points: 3 - 4

Thugs don't seem to succeed with the door. Darsten's bluff with the torch is not working. Why would he burn the house? They need the treasures.

Round 7: (4v20) succ bt crit vs fumble => compvic

Points: 3 - 9

Lankmakt and the defenders are Hurt (3RP) but the victory is Complete!

Without noticing Lankmakt sneaked behind Darsten and captured him as a prisoner! The thugs don't know what to do and the red lady is really pissed off. The thugs scatter and run away as the red lady grabs a horse and drives away leaving Darsten. They drove away the attackers and on top of that captured Darsten to be used as an asset for future negotiations.

"Is Dronlan dead?" (Somewhat Likely vs 3: 45%) Roll 96: Exceptional No
All the defenders are alive and cheer.

Chaos factor: 2

Apple Lane residents come up with the next steps.: (6) Scene Unaltered

Dronlan, Gringle and Bulster discuss about the situation. They know it is certain that Erianda will return to get Darsten back and also the treasure she was after. Next time their forces will be bigger. This fight was won only with the help of Asborn and Lankmakt. They can't win the next fight.

"Will they leave Apple Lane for now?" (Near Sure vs 3: 75%) Roll 81: No

"Will Gringle give the Eye to Lankmakt to get it safe?" (Likely vs 3: 50%) Roll 39: Yes

"Will they give Darsten Lankmakt to get him elsewhere?" (Near Sure vs 3: 75%) Roll 77: No

Lankmakt doesn't like where this is heading. Lunars will most definitely come back for Darsten. If they just would give him (and the Eye) to Lankmakt they would not have anything the Lunars want. There might be revenge nonetheless.

Lankmakt tries to convince Dronlan and Gringle to give Darsten to him. Good result would also persuade them to leave Apple Lane. Darsten will use his Sharp Tongue to make his case. Maybe speaking about the issue straight up would get them to their senses. This is a stretch still.

Lankmakt: Sharp Tongue (7W - 6 stretch): 1W

Resistance: Moderate (14)

Roll: (13v16) fail bt succ vs fail => Minor Victory

"Well, that is stupid! You really want to keep lures here to get Erianda back? Give Darsten to me and you can direct her after me." Gringle and Dronlan agree.

Aftermath

Lankmakt gets Darsten to Asborn's who is really fond of having him, Darsten is the cousin of the king after all. The Eye is hidden inside clan's tula to be used later. Gringle and Dronlan and others decided to stay at the Apple Lane. We probably haven't heard last of that place.