

Odrik Ironbraid: Adventure

A ready-to-play quest from NPC Recruiter

Quest Giver

Odrik Ironbraid · Dwarf · Weaponsmith

Quest Hook

Odrik demands retrieval of a rare drowned-ore bloom from a collapsed coastal seam; the vein is guarded by a water-wight and unstable rock—he'll reward the party with a custom-forged weapon if they return the bloom intact.

The Adventure

Title: The Bloom Beneath the Breaker

Summary

Odrik Ironbraid, a boisterous dwarf weaponsmith, hires the party to recover a rare drowned-ore bloom from a collapsed coastal seam. The bloom glows with sea-forged metal and must be retrieved intact. The seam is partially flooded, guarded by a water-wight born of trapped miners and melted iron, and the tunnel is dangerously unstable. Return the bloom whole and Odrik will forge each party member a custom weapon; fail and consequences range from a chopped payment to a dangerous curse released.

Situation

A recent storm collapsed a coastal seam where a streak of drowned-ore bloomed in an exposed pocket. Odrik wants that bloom whole because only an unbroken bloom can be fire-forged with his technique. He hired the party and expects the job done within a single low-tide cycle or the bloom will be claimed by the sea. The seam sits in a jagged cliffside cove reachable at low tide via a narrow ledge or by a hazardous climb down.

Objective

Primary: Recover the drowned-ore bloom from the collapsed coastal seam and deliver it to Odrik intact.

Secondary (optional): Free or put to rest the entity haunting the seam; recover any other salvage for profit; return alive and on time.

Scene 1 — Approach and Assessment (Actionable)

What players find: At low tide the cove exposes a jagged ledge and the mouth of a collapsed seam: a slumped rock arch half-flooded, slick with sea spray. Broken iron struts and old miners' gear poke from debris. The drowned-ore glows faintly blue-green deeper inside. A fresh rip-ember tang of salt and metal sits in the air.

Actions available and beats:

- Scout and time the tides: The low-tide window is short—roughly 10–20 minutes at the lowest point before water forces retreat. If they delay the sea will swallow the ledge.
- Choose route: (A) descend the cliff to the seam mouth (danger: climbing checks or rope rigging), (B) wait for a safer wind/tide and risk being too late, (C) circle to an underwater entry (requires breathing gear or magic).

- Secure anchors: players can prepare rigging and bracing to hold the ceiling (improves stability in Scene 3).
- Encounter: A small rival salvage band or desperate local (one or two NPCs) also eyes the seam. They can be negotiated with, intimidated, or driven off.

Concrete cues:

- Odrik at the cliff edge: boisterous and impatient; whenever he explains something, stop mid-sentence, strike a hand-sized iron scrap on a rock (or mimic striking) to punctuate—use this to roleplay his blunt cadence. Example lines:
 - “Get in, get the bloom, get out—no heroics. And mind the—” (pauses, slams scrap) “—stone.”
 - If the bloom is damaged: “By the anvils. That’s not a bloom, that’s a sad lump. We talk later.”

Scene 2 — The Flooded Tunnel and the Water-Wight (Actionable)

What players find: A passage slopes down into cold seawater. Pockets of trapped air cling to higher ledges. Veins of drowned-ore pulse with an inner light. The water-wight, a shape of kelp, rusted chain, and pale miner-skin, haunts the deepest air pocket, guarding the bloom as if it were a heart.

Actions available and beats:

- Entering: Move through alternating air pockets and submerged sections. Players must plan for breath management, use improvised bellows, magic, or find air pockets.
- Stealth vs noise: The seam is vibration-sensitive—loud noises or heavy strikes collapse loose rock (use player choices to pick stealthy chiseling or loud extraction).
- Confrontation options:
 - Combat: Fight the water-wight. It is bound to the bloom and regenerates slowly in water; pulling it from the bloom weakens it. The fight can be won but risks damage to the bloom from wild magic or collapsing rock.
 - Appeasement: The wight retains memories—traces of a drowned miner’s family, tools, or a name. Find a relic (a rusted locket, a miner’s list) among the debris and show it to the wight; this can calm it enough to allow a peaceful removal if the party performs a short ritual (singing, returning the relic to the bloom, offering salt and iron).
 - Bypass: Attempt to distract or trap it (lure deeper, break vein farther back and drag bloom free). High risk: the wight may lash out and the tunnel may collapse.
- Retrieval method selection (critical): To keep the bloom intact, the party must extract it with minimal shock. Options:
 - Careful chiseling and bracing: slow, quiet, requires time and skill.
 - Rigging and wedge-lifting: apply anchors/ropes to lift the bloom in a cradle—effective if set up in Scene 1.
 - Brute extraction: pry or blast free with force—fast but likely to fracture the bloom and anger Odrik.

Scene 3 — Extraction and Escape (Actionable)

What players face: Once the bloom is loosened, the passage becomes unstable. Tides start to shift and loose rock threatens to collapse the exit. The sea may surge. Any noise or heavy motion can bring down the ceiling.

Actions available and beats:

- Evacuation planning: Choose a route to exit—fast but riskier (down the submerged channel) or slow and steady (backtracking through air pockets).
- Support usage: Use prepared braces/anchors to hold tunnels; failing to use them or using them poorly increases collapse risk.
- Protecting the bloom: Secure it in a padded cradle; if the bloom gets wet or slammed it might fracture. If it fractures, Odrik may accept fragments for lesser reward.
- Obstacles during escape:
 - Sudden surge: Players must make choices to swim, hold airtight pockets, or risk being separated from the bloom.
 - Rival salvage band returns to the mouth: they may attempt to steal or sabotage.
 - The wight’s last thrash: If not dealt with, it might attempt to drag the bloom back to the sea.

Obstacles

- Time: A narrow low-tide window (10–20 minutes) forces urgency.
- Water-wight: Guardian spirit that can be fought, appeased, or tricked.
- Fragile bloom: Drowned-ore fractures under shock or prolonged exposure to seawater. Retrieve with minimal vibration and support.
- Unstable rock: Vibration/noise increases collapse chance; supports are necessary.
- Rival scavengers: Competing human or goblinoid salvagers add pressure and moral choices.
- Trapped air pockets and cold water: Breath management and hypothermia risks.
- Curse/magnetic effect: The bloom subtly pulls metal and will pull loose weapons or metal tools toward it if handled recklessly.

Meaningful Player Choices

- Speed vs Care: Race the tide and use force (fast, higher chance of bloom damage) or take time to rig supports and chisel (slower, requires risk management).
- Fight or Mend: Kill/banish the water-wight (violence) or soothe it using relics and song (roleplay and empathy). Each choice alters future relations with the dead and possibly Odrik's reaction.
- Who to trust: Cooperate with rival salvagers (share reward), confront them, or trick them into leaving. Consequences affect reputation and possible betrayal at the exit.
- Bloom fate: Deliver intact to Odrik for the promised weapon; keep it, sell it, or use part of it to bargain for a different reward. Odrik reacts accordingly—pride, anger, or respect.
- Use or Return the wight: If the wight can be freed, players can attempt to exorcise and free it (chance of a boon) or bind it to keep the bloom safer (moral and future consequences).

NPC Motivations

- Odrik Ironbraid: Wants an intact bloom to perform a unique sea-forge technique. Pride of craft drives him more than coin. He respects work done well and scorns shortcuts; he will be bluntly honest about expectations. He's impatient but true to his bargains: deliver intact, and he forges. If the bloom is broken, he may build something lesser or demand compensation.
- Water-Wight: Bound by grief and iron; it protects the bloom as a heart. It is not mindlessly evil—its actions stem from pain, memory, and the seam's binding magic.
- Rival Salvagers: Motivated by quick profit or desperation. They may betray, bargain, or help, depending on player interaction.

Possible Endings

1) Complete Success — Bloom Intact

- Players return the bloom intact within the tide window. Odrik keeps his promise: each member receives a custom-forged weapon (see rewards). Odrik's respect increases; he becomes an ally and offers future work and discounts. If they freed/appeased the wight, the group may gain a blessing: calmer seas or a minor luck boon around metalwork.

2) Partial Success — Bloom Damaged or Fragmented

- The bloom is recovered but fractured or partially lost. Odrik can forge a single high-quality weapon (shared among party or given to primary surface leader) or several inferior pieces. He's disappointed, pays less, and may be curt. The water-wight may become enraged or released depending on how the party treated it.

3) Failure — Bloom Lost or Party Suffers Casualties

- The tide reclaims the seam, the bloom is swept away, or the party is driven off. Odrik withholds the crafting reward; he may pay partial money for effort, or hold a debt against the party. Reputation suffers; the players may be hunted by rivals or haunted by the wight if they disturbed it.

4) Alternate Outcome — Bargain/Secret

- Players keep or sell the bloom to third parties, bargain with Odrik for a different deal, or use it to free the wight and receive a supernatural favor (a weapon that sometimes guides ironwork or a one-time boon). Odrik's reaction depends on whether players return the bloom or show proof of effort and sacrifice.

Rewards

Guaranteed (on hire):

- Odrik's promise of a handcrafted weapon per party member if the bloom is returned intact.

Scaled rewards by outcome:

- Complete Success:

- Each member receives a custom weapon forged from the bloom: flavorful descriptions include a blade with a quiet tide-song, a hammer that clenches like a breaking wave, or a spear that resists corrosion. In mechanical terms: a unique, signature weapon tailored to each PC's style (GM to assign mechanical benefits).

- Odrik's lifelong favor: free basic repairs, discounted gear, and a contact in smithing circles.

- Possible boon from freed wight: minor luck with metal or calm sea travel for a short time.

- Partial Success:

- One superior weapon (shared), or lesser-quality weapons for each; partial payment in coin; Odrik's reluctant respect (less warmth).

- Opportunity to return for a rematch for more reward.

- Failure:

- Small payment for effort, or a future debt to Odrik if promises are broken.

- Possible curse or ill repute with coastal miners; Odrik may refuse further work.

- Alternate/Bargain:

- If the party sells/donates the bloom elsewhere, they receive coin or favors; Odrik may cut ties or be enraged but could be persuaded into a custom order at higher cost.

- Freeing the wight can yield a supernatural weapon or a long-term ally: the wight may answer a favor once (e.g., calm a storm near the coast).

Play Tips and Ready Hooks

- Tides: If the party fails to make it on the first low tide, allow a second attempt with increased difficulty and rival presence.

- Vivid sensory details: Emphasize the smell of salt, the metallic tang, the glow of the bloom, the groan of old beams.

- Roleplaying Odrik: He is loud, direct, and honorable; use his striking mid-sentence cue. If the party impresses him, he may humbly share a short smithing tip or a story of his father's forge.

- If the GM wants extra challenge: add a small magical effect when the bloom is struck (sparks that interfere with metal in a 10-foot radius).

- If the party negotiates with Odrik to alter terms (e.g., keep bloom in exchange for something else), provide clear consequences: Odrik will judge skill and honesty; he respects craftsmanship and truth more than coin.

Ready NPC Lines and Beats

- At hiring: "You bring me the bloom whole, and I'll hammer your names into steel. You break it, you get my curse—and a lecture." (pauses, taps scrap) "Now move."

- On arrival: "That seam's fresh—smells like opportunity and rust. Tie yourselves down, lads and lasses. I didn't raise my beard to white watching fools drown for me." (strikes—grin)

- If they return intact: "By the anvil of my grandsire! You saved it. Come by the forge at full moon. Bring ale." (slams scrap) "Drink first."

- If broken: "That's not metal, that's a pity. You'll still get something, but don't expect a song to it." (longer pause, softer)

Maps, Props, and Quick Setups (no extra writing required)

- Small cove map: cliff ledge !' collapsed arch (entrance) !' sloped tunnel with air pockets !' rock plinth.

- Props to hand players: a rusted miner's tag (relic), a scrap of braided iron (Odrik's hammer tag), and a tiny shell that hums

when near the bloom (optional clue).

- Suggested scene timing: each Scene run in 20–40 minutes of table time. Adjust for party choices.

Use this adventure as a single one-shot or a chapter in a larger coastal campaign. It is self-contained: there's a clear hook, risk/reward, moral choices, and a dramatic climax around the bloom and the sea-wight. Odrik's personality—boisterous, blunt, and physically expressive by striking metal—gives strong roleplay anchors for the party to react to.