

# The Mist Walker

## An Adventure for Fate's Edge

### Adventure Overview

**Title:** The Mist Walker  
**Region:** Mistlands - Bells, Salt, and Breath  
**Theme:** Supernatural horror, thresholds between worlds, corruption of sacred wards  
**Level:** Seasoned (Tier II)  
**Length:** 3-4 Sessions

### 1 Premise

A powerful entity from the Ways Between is using the Mistlands as a conduit to enter the mortal world, corrupting the bell-lines and threatening to break the barriers between realms. The players must investigate the growing supernatural disturbances, uncover the source of the corruption, and either stop the entity or find a way to send it back where it came from.

### 2 Hook

The adventure begins when the players encounter one of the following scenarios:

- A ferryman refuses to take them across a normally safe waterway, claiming "the mist walks where it shouldn't" and that bells have been heard tolling underwater.
- A Bell-Warden approaches them in a tavern, desperate for help as bell-towers across the region are ringing without being touched, and some bells are ringing notes that don't exist.
- Their patron sends them with a letter that should have arrived three days ago, but the courier claims they delivered it - yet the recipient has no knowledge of receiving it.

### 3 Key NPCs

#### 3.1 Bell-Warden Maren Thorne

**Bell-Warden Maren Thorne**

**Role:** Dedicated keeper of the bell-lines

**Skills:** Lore 3, Notice 2, Command 2

**Knowledge:** Bell-line mechanics, history of Mistlands wards

**Complication:** Increasingly rattled by corruption, may make poor decisions under stress

**Position:** Desperate (when discussing corruption), Controlled (normal interaction)

### 3.2 Ferryman Eddis Crow

#### Ferryman Eddis Crow

**Role:** River guide with supernatural awareness

**Skills:** Survival 3, Notice 3, Skirmish 1

**Knowledge:** Waterway currents, mist phenomena

**Complication:** Seeing things that aren't there, becoming unreliable

**Position:** Controlled (normal), may shift to Desperate if pressured about visions

### 3.3 The Mist Walker

#### The Mist Walker

**Type:** Outsider (Cap 4)

**Tags:** [PHASE], [DREAM], [CORRUPT], [WARD]

**Abilities:** • Phase through physical barriers

- Induce supernatural fear effects
- Corrupt sacred wards and bell-lines
- Tempt with forbidden knowledge

**Weaknesses:** Vulnerable to sanctified iron/salt, cannot maintain physical form in properly warded areas

**Tactics:** Prefers manipulation to direct confrontation, uses possessed NPCs as proxies

## 4 Key Locations

### 4.1 Bell-Line Levee

#### Bell-Line Levee

**Description:** Raised path protected by bell-towers

**Corruption Effects:** • Bells ring misleading warnings (DV 4 to navigate safely)

- Some towers house possessed entities
- Mist becomes thicker, reducing visibility

**Investigation Hooks:** • Examine bell patterns (Lore + Notice vs DV 3)

- Identify possessed tower keepers (Insight vs DV 4)
- Restore corrupted bells (Craft + Arcana vs DV 5)

## 4.2 Pall Watch-Tower

### Pall Watch-Tower

**Description:** Elevated observation post above the mist

**Supernatural Features:** • Reflections move independently (Notice vs DV 3 to detect)

- Temporal echoes of past events
- Watchers may vanish or become echoes themselves

**Challenges:** • Climbing while disoriented (Athletics vs DV 4)

- Distinguishing real from echo observations (Insight vs DV 4)
- Avoiding temporal displacement effects

## 4.3 Ghost-Ferry Slip

### Ghost-Ferry Slip

**Description:** Dock with temporal anomalies

**Anomalies:** • Ferries arrive before departure

- Passengers gain false memories
- Objects phase in and out of existence

**Navigation Challenge:** • Timing ferry departure (Wits + Survival vs DV 4)

- Identifying real vs. temporal echo passengers
- Avoiding memory contamination effects

## 4.4 Weeping Gate

### Weeping Gate

**Description:** Western palisade with iron-tear bells

**Primary Anchor Point:** • Bells weep actual iron tears

- Strongest concentration of Mist Walker's influence
- Physical barriers becoming permeable

**Final Confrontation Features:** • Multiple approach vectors

- Environmental hazards from bell resonance
- Possessed Bell-Wardens as opponents
- Sanctification ritual area

## 5 Plot Structure

### 5.1 Session 1: Signs of Disturbance

**Opening Scene:** Players encounter one of the hook scenarios. Establish the supernatural nature of the threat through minor but unsettling phenomena.

**Key Objectives:**

- Interview Maren Thorne or Ferryman Eddis Crow
- Investigate disturbed bell-towers (Bell-Line Levee)
- Experience first supernatural phenomena
- Discover evidence of inter-realm movement

**Sample Encounters:**

- **False Bell Warning:** Players must navigate levee path while bells ring false warnings. (Athletics + Notice vs DV 4, Controlled/Standard)
- **Possessed Tower Keeper:** NPC behaves normally but gives subtly wrong information. (Insight vs DV 4, Controlled/Limited)
- **Temporal Echo:** At Ghost-Ferry Slip, players see themselves performing different actions. (Wits + Notice vs DV 3, Desperate/Limited)

**Session End:** Players discover the corruption is supernatural and originates from the Ways Between. Advance Mist Corruption Clock +2.

### 5.2 Session 2: Into the Mist

**Opening Scene:** Players venture deeper into affected areas. Supernatural phenomena intensify.

**Key Objectives:**

- Navigate through corrupted bell-line territory
- Confront direct manifestations of Mist Walker's influence
- Discover the entity's anchoring strategy
- Make moral choices about possessed NPCs

**Sample Encounters:**

- **Pall Watch-Tower Investigation:** Players must distinguish real observations from temporal echoes. (Insight + Lore vs DV 5, Desperate/Standard)
- **Possessed Ferry Passenger:** NPC attempts to lead ferry into dangerous mist. (Command + Skirmish vs DV 4, Controlled/Great)
- **Bell Correlation Puzzle:** Decode corrupted bell patterns to find safe path. (Lore + Wits vs DV 5, Controlled/Standard)

**Session End:** Players identify Weeping Gate as primary anchor point. Advance Mist Corruption Clock +2.

### 5.3 Session 3: The Weeping Gate

**Opening Scene:** Players approach the primary anchor point. Full supernatural manifestation.

**Key Objectives:**

- Deal with complete supernatural corruption
- Confront the Mist Walker directly or through proxies
- Execute chosen resolution strategy
- Resolve immediate threat to Mistlands

**Sample Encounters:**

- **Bell-Warden Possession Wave:** Multiple NPCs turn hostile simultaneously. (Combat encounter, Desperate position for players)
- **Sanctification Ritual:** Complex ritual to purify anchor point. (Extended challenge, Craft + Arcana vs DV 6)
- **Mist Walker Confrontation:** Direct encounter with entity. (Variable based on player approach)

**Session End:** Resolution of main conflict. Advance or reduce Mist Corruption Clock based on outcome.

## 6 Key Mechanics

### 6.1 Mist Corruption Clock [8]

**Advance +1:** Bell-lines fail to function properly

**Advance +1:** NPCs become possessed or influenced

**Advance +2:** Players fail to properly sanctify corrupted areas

**Advance +1:** The Mist Walker successfully tempts a PC with forbidden knowledge

**Advance +2:** Direct confrontation with entity results in player retreat

**When Full:** Barriers between realms begin to collapse, permanent supernatural changes to region

### 6.2 Bell-Line Functionality

**Normal:** +1 Position for travelers, clear warnings

**Partially Corrupted:** Controlled position, misleading warnings (DV 4 to navigate)

**Fully Corrupted:** Desperate position, attracting rather than warning (DV 5+ to navigate)

**Restored:** Return to normal function, may grant +1 Boon for safe passage

### 6.3 Possession and Influence

**Detection:** Insight + Notice vs DV 4 to identify possessed NPC

**Resistance:** Spirit + Resolve vs DV 3 to resist temptation

**Temporary Boost:** Possessed characters gain +1 die to one skill for scene, but generate 1 SB

**Permanent Corruption:** If not cleansed, mark 1 segment on personal Corruption Clock

**Cleansing:** Lore + Arcana vs DV 5, requires sanctified iron and salt

## 7 Possible Resolutions

### 7.1 Banishment

#### Banishment

**Requirements:**

- Sanctify all 4 major corrupted bell-towers (Extended challenge, each DV 5)
- Gather 3 bells that still ring true (Investigation challenge, DV 4 each)
- Perform willing sacrifice (Social/Command challenge, DV 5)

**Procedure:** Combined ritual requiring all party members

**Costs:** 2 segments marked on each participant's Corruption Clock

**Outcome:** Mist Walker banished, bell-lines restored, but some supernatural knowledge lost

### 7.2 Negotiation

#### Negotiation

**Discovery:** Entity was drawn by ancient barrier damage from 200 years ago

**Options:**

- Help repair original damage (Extended Craft/Arcana challenge, DV 6)
- Offer different anchoring point (Investigation/Survival challenge, DV 5)
- Trade knowledge for departure (Lore vs DV 4, but mark Corruption)

**Costs:** Ongoing obligation to monitor new anchor point, 1 segment Corruption per party member

**Outcome:** Entity departs but may return with new demands, players gain some forbidden knowledge

### 7.3 Containment

#### Containment

**Approach:** Strengthen existing wards rather than eliminate entity

**Requirements:**

- Establish new protective measures (Craft + Arcana, DV 5)
- Create monitoring protocol (Command + Lore, DV 4)
- Accept entity's continued presence (Mark ongoing Complication)

**Costs:** Ongoing responsibility, periodic Corruption exposure

**Outcome:** Entity contained but players become wardens, gain access to some supernatural knowledge

## 8 Rewards and Consequences

### 8.1 Immediate Rewards

- Ward-Salt allotment (2 uses): +1 Position when navigating mist
- Bell-Key to one tower: Access to restricted bell-line areas
- Lantern Writ: Safe passage through mist for one journey
- Wraith-Indemnity: Protection from supernatural legal consequences

### 8.2 Long-term Consequences

- **Banishment:** Region returns to normal, but players lose access to supernatural insights
- **Negotiation:** Entity may return with new demands, players gain 1 segment permanent Corruption
- **Containment:** Players become responsible wardens, gain 1 follower (Bell-Warden apprentice)
- **Personal Effects:** Individual corruption or enlightenment based on choices made

## 9 GM Notes

### 9.1 Pacing

Maintain tension by gradually increasing supernatural elements:

- Session 1: Minor disturbances, unsettling but manageable
- Session 2: Direct supernatural encounters, clear otherworldly threat
- Session 3: Full manifestation, existential threat to region

### 9.2 Player Agency

Provide multiple paths to resolution:

- Combat approach: Direct confrontation with possessed NPCs and entity
- Investigation approach: Decoding supernatural phenomena to find weaknesses
- Social approach: Negotiating with entity or managing possessed NPCs
- Ritual approach: Complex sanctification and restoration procedures

### 9.3 Atmosphere

Emphasize isolation and otherworldly nature:

- Use fog, bells, and shifting paths to create unsettling atmosphere
- Sound effects: Distant bell tones, whispers in mist, temporal echoes
- Visual elements: Moving reflections, false memories, phasing objects
- Temporal distortion: Events that don't follow logical sequence

### 9.4 Story Beats

Use Mist Walker's influence to generate complications:

- 1 SB: Minor temporal displacement, false memory fragment
- 2 SB: NPC becomes temporarily possessed, misleading information
- 3 SB: Environmental hazard from bell resonance, path becomes-like
- 4+ SB: Direct manifestation of Mist Walker's influence, major NPC possession

### 9.5 Session-Specific Guidance

**Session 1 Focus:** Establish supernatural threat without overwhelming players. Use unsettling but manageable phenomena to build tension.

**Session 2 Focus:** Escalate to direct supernatural encounters. Players should feel the threat is real and growing.

**Session 3 Focus:** Climactic confrontation. All previous elements converge. Players' choices have clear, significant consequences.

### 9.6 Alternative Endings

If players fail to resolve the main conflict:

- **Partial Success:** Reduce corruption but don't eliminate threat. Sets up sequel adventure.
- **Compromise:** Players become possessed but use influence to contain entity from within.
- **Pyrrhic Victory:** Banish entity but at great cost (major NPC death, permanent regional damage).

### 9.7 Scaling for Different Tiers

**Tier I (Rookie):** Reduce entity Cap to 3, simplify ritual requirements, provide more NPC assistance.

**Tier III (Veteran):** Increase entity Cap to 5, add secondary entities, complicate ritual with additional requirements.

**Tier IV (Paragon):** Add political complications, multiple simultaneous anchor points, entity gains patron backing.