

The Mist Walker

Mistlands - Bells, Salt, and Breath

A Fate's Edge Adventure for Seasoned (Tier II) Characters

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

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.

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.

KEY NPCs

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)

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

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

KEY LOCATIONS

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)

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

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

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

PLOT STRUCTURE

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.

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.

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.

KEY MECHANICS

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

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

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

POSSIBLE RESOLUTIONS

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

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

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

REWARDS AND CONSEQUENCES

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

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

GM NOTES

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

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

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

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 unreliable
- 4+ SB: Direct manifestation of Mist Walker's influence, major NPC possession

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.

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).

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.