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.