





Changes to Iris Focus -

4. The **Eyes** start to notice the investigators. Emaciated things with gaunt faces and wide smiles stand on street corners from afar, watching the investigators and somehow vanishing when they get too close.
6. All the agents of the **Eyes** begin to exhibit wide, cracked smiles, cackling and laughing at the investigators misfortunes.
7. A hulking humanoid, sporting a sack over its head and a long farming scythe emerges from the woods, hunting down the investigators wherever they are.
10. The old asylum outside of town has strange red lights emanating from it at night and loud howls can be heard.
13. The emaciated things on street corners start to get closer, actively attacking the investigators when they are alone before running into the night, laughing maniacally.
15. The emaciated things peer in through windows, relaying the investigators plans and actions back to any creature of the **Eyes**.
20. The hulking thing from the woods begins to stalk the streets, much larger and musclier it attacks investigators and NPCs alike. When killed, regardless of its wounds, it always seems to return.
21. A thick red mist rolls through the town in clouds. If investigators enter the mist they are compelled to speak aloud the worst ideas they can think of, though they snap out of it the second they breathe fresh air.