

# The Hag's Panopticon

A One-Shot for Fate's Edge

---

Designed for 3–4 hours; Tone: paranoia, social intrigue, folk-horror

## Contents

|          |  |          |
|----------|--|----------|
| <b>1</b> | <b>How to Use This Document</b>                            | <b>3</b> |
| <b>2</b> | <b>Character Creation</b>                                  | <b>3</b> |
| 2.1      | Recommended Backgrounds . . . . .                          | 3        |
| 2.2      | Suggested Drives . . . . .                                 | 3        |
| 2.3      | Skill Suggestions . . . . .                                | 3        |
| <b>3</b> | <b>Overview &amp; Themes</b>                               | <b>3</b> |
| 3.1      | Premise . . . . .  | 3        |
| 3.2      | Themes . . . . .   | 4        |
| 3.3      | Tone Guide . . . . .                                       | 4        |
| 3.4      | Outcomes at a Glance . . . . .                             | 4        |
| <b>4</b> | <b>Act Structure</b>                                       | <b>4</b> |
| 4.1      | Act I: Arrival & Orientation . . . . .                     | 4        |
| 4.2      | Act II: The Crack in the Facade . . . . .                  | 4        |
| 4.3      | Act III: The Hag's Game . . . . .                          | 4        |
| 4.4      | Act IV: Resolution . . . . .                               | 5        |
| <b>5</b> | <b>NPC Roster</b>  | <b>5</b> |
| 5.1      | The Hag (Warden Mother) . . . . .                          | 5        |
| 5.2      | Seris (The Kindly Healer) . . . . .                        | 5        |
| 5.3      | Gorvik (The Gruff Enforcer) . . . . .                      | 5        |
| 5.4      | Three Quick Extras . . . . .                               | 5        |
| <b>6</b> | <b>Key Locations</b>                                       | <b>6</b> |
| 6.1      | Longhouse (Common Hall) . . . . .                          | 6        |
| 6.2      | Infirmery (Wards & Whispers) . . . . .                     | 6        |
| 6.3      | Chapel (Masks & Reflections) . . . . .                     | 6        |
| 6.4      | Workyard (Labor & Leverage) . . . . .                      | 6        |
| 6.5      | Docks (Hope & Sabotage) . . . . .                          | 6        |
| <b>7</b> | <b>Scene &amp; Encounter Frames</b>                        | <b>6</b> |
| 7.1      | Soft Clocks (Examples) . . . . .                           | 6        |
| 7.2      | Social Pressure Frames . . . . .                           | 6        |
| 7.3      | Custom SB Spend Menus . . . . .                            | 7        |
| 7.3.1    | SB Spend: Social Paranoia (Common Hall / Chapel) . . . . . | 7        |

|           |  |           |
|-----------|--|-----------|
| 7.3.2     | SB Spend: Escape Pressure (Workyard / Docks)         | 7         |
| 7.3.3     | SB Spend: Overthrow & Confrontation (Chapel / Locus) | 7         |
| <b>8</b>  | <b>The Hag's Low Rites (Paranoia-Fueled)</b>         | <b>8</b>  |
| 8.1       | Wear the Mask  | 8         |
| 8.2       | Whisper of Betrayal                                  | 8         |
| 8.3       | Exchange of Shadows                                  | 8         |
| 8.4       | Eyes in the Walls                                    | 8         |
| 8.5       | The Hag's Bargain                                    | 8         |
| <b>9</b>  | <b>Corruption: The Hag (Masks &amp; Paranoia)</b>    | <b>8</b>  |
| 9.1       | Subtle Tells (Narrative)                             | 8         |
| 9.2       | SRD Track (Condensed)                                | 8         |
| <b>10</b> | <b>GM Tools: Paranoia &amp; Control</b>              | <b>9</b>  |
| 10.1      | Reveal Ladder (Escalation Cues)                      | 9         |
| 10.2      | Clock Suite (Examples)                               | 9         |
| 10.3      | Downtime SB Spend Menu (After Each Session/Scene)    | 9         |
| 10.4      | GM Reminders   | 9         |
| <b>11</b> | <b>Player Handout: The Island of Masks</b>           | <b>10</b> |
| 11.1      | Premise (What You Know)                              | 10        |
| 11.2      | Your Immediate Goals                                 | 10        |
| 11.3      | What You Suspect                                     | 10        |
| 11.4      | Player Reminders                                     | 10        |
| <b>12</b> | <b>Closing GM Section: Flow &amp; Resolution</b>     | <b>10</b> |
| 12.1      | Adventure Flow (3 Acts)                              | 10        |
| 12.2      | Final Confrontation Options                          | 11        |
| 12.3      | Aftermath Table                                      | 11        |
| 12.4      | GM Wrap Reminders                                    | 11        |
| <b>A</b>  | <b>Generators &amp; Quick Tables</b>                 | <b>11</b> |
| A.1       | NPC Generator (Prisoner or Guard?)                   | 11        |
| A.2       | Island Location Generator                            | 12        |
| A.3       | Consequences Generator (Deck of Consequences)        | 12        |
| A.4       | Usage Note   | 12        |

# 1 How to Use This Document

This packet is ready-to-run. Sections are ordered the way you'll need them at the table:

1. **Overview & Themes** — the premise, mood, and core tensions.
2. **Character Creation** — prompts and guidelines for building characters suited to this scenario.
3. **Act Structure** — four acts with beats and decision points.
4. **NPC Roster** — named roles with open/secret agendas.
5. **Key Locations** — quick, evocative details and map prompts.
6. **Scene & Encounter Frames** — tension beats and soft clocks.
7. **The Hag's Low Rites** — paranoia-fueled tools (Mab-flavored, twisted).
8. **Corruption: The Hag** — subtle tells to catch servants.
9. **GM Tools** — SB spends, sample clocks, and reveals menu.
10. **Player Handouts** — table-friendly summaries.

*Fate's Edge Fit:* Use Position (Dominant/Controlled/Desperate), Boons/SB economy, and scene clocks. Keep the Hag felt, not always seen.

## 2 Character Creation

### 2.1 Recommended Backgrounds

Players should consider backgrounds that emphasize:

- **Social manipulation** (Sway, Deceit, Command)
- **Insight into human behavior** (Notice, Insight, Lore)
- **Stealth and infiltration** (Stealth, Mobility)
- **Resilience to mental strain** (Resolve, Spirit)

### 2.2 Suggested Drives

- **Uncover the Truth** — You seek to expose the hidden mechanisms of control.
- **Escape at Any Cost** — Freedom is your only goal; others may be sacrificed.
- **Protect the Innocent** — You believe some here are truly innocent and must be saved.

### 2.3 Skill Suggestions

- **Investigation Skills:** Notice, Insight, Lore
- **Social Skills:** Sway, Command, Deceit
- **Stealth Skills:** Stealth, Mobility
- **Resilience Skills:** Resolve, Spirit

## 3 Overview & Themes

### 3.1 Premise

Shipwrecked (or captured), the PCs awaken on an island “rehabilitation colony” run by a Hag. The colony’s social order is engineered so no one can say who is *prisoner* and who is *guard*. Roles invert

mid-scene; memory and narrative contradict. Escape is possible, overthrow is possible, submission is tempting.

### 3.2 Themes

- **Masks and Roles:** Identity is a costume; truth is a performance.
- **Paranoia as Power:** Doubt fuels control; trust becomes a resource.
- **Bargains Over Bars:** Walls exist, but *social architecture* is the real prison.

### 3.3 Tone Guide

Folk-horror unease, candlelit communal halls, whispers through the walls, public rituals of “confession,” kindness with a hook.

### 3.4 Outcomes at a Glance

- **Escape:** Flee by sea; the Hag’s influence lingers.
- **Overthrow:** Break her control; inherit a broken community.
- **Submission:** Walk free as her agents beyond the island.

## 4 Act Structure

### 4.1 Act I: Arrival & Orientation

**Hook:** PCs awaken in the infirmary; they are “new arrivals.” A communal meal follows.

- **Read:** smiles, contradictions, missing names.
- **Tell:** no one states their role plainly.
- **Clue seeds (choose 1–2):**
  - A “guard” takes orders from a “prisoner” without comment.
  - A hymn switches verses mid-phrase, as if someone else is speaking.
  - A masked figure watches from a reflection, not the doorway.

### 4.2 Act II: The Crack in the Facade

Assign mundane labor (wall repair, kitchens, docks). During the task, reveal the first *break*.

- **Factions:** Conspirators (escape), True Believers (devotion), Traders (barter to survive).
- **Beat:** a public “discipline” where roles invert: today’s enforcer is punished as a traitor.

### 4.3 Act III: The Hag’s Game

The Hag contacts a PC (dream, whisper, or proxy). Offer three bargains:

1. **Submission:** Serve as her watchers (leave later as agents).
2. **Escape:** She opens a path if they betray someone.
3. **Overthrow:** “If you think you can.” (She tightens the screws.)

## 4.4 Act IV: Resolution

- **Escape:** Reach the sabotaged skiff; storms and watchers oppose you.
- **Overthrow:** Confront the Hag’s locus (chapel mirror, cistern, or masked warden). Shatter the mechanism of control.
- **Submission:** The Hag grants passage; PCs bear her mark.

*Positioning Advice:* Social scenes start Controlled; a public reveal pushes to Desperate. Use Boons to step up Position or seed Assists; 1s feed your SB.

## 5 NPC Roster

### 5.1 The Hag (Warden Mother)

**Face:** Rarely seen directly; appears in reflections, as a masked “warden,” or as a kindly voice.

- **Agenda:** Preserve the panopticon; harvest secrets and bargains.
- **Levers:** Role inversion, dream-bargains, public rituals of confession.
- **If cornered:** She does not flee; she *recasts the scene*: who is confessing now?

### 5.2 Seris (The Kindly Healer)

**Mask:** Prisoner (nurturing, soft-spoken). **Truth:** Senior watcher.

- **Wants:** Convert PCs into cooperative assets.
- **Tells:** Always sits with her back to mirrors; never states a role.
- **Offer:** Protection if you “help” identify agitators.

### 5.3 Gorvik (The Gruff Enforcer)

**Mask:** Guard (stern, dutiful). **Truth:** Desperate conspirator.

- **Wants:** Out—but won’t risk others lightly.
- **Tells:** Winces when giving orders; works hardest at menial tasks.
- **Offer:** Quiet favors; asks for proof PCs won’t betray him.

### 5.4 Three Quick Extras

- **The Believer:** Reports everything. (Is it piety, or leverage?)
- **The Skeptic:** Knows too much; paralyzed by fear.
- **The Ghost:** Swears they died here and woke up again.

*Portrayal Note:* Swap an NPC’s displayed role mid-scene once per act. Let the table feel the rug-pulls.

## 6 Key Locations

### 6.1 Longhouse (Common Hall)

**Read:** Smoke-sweet air, communal benches, masks hung like trophies. **Secrets:** A slat behind the choir dais hides a crawlspace to the Chapel. **Tension Beat:** A public confession each evening; roles invert mid-ritual.

### 6.2 Infirmary (Wards & Whispers)

**Read:** Herb-bitter linen, quiet footfalls, mirror above the washbasin. **Secrets:** The mirror is her favored locus; speaking a name to it summons a watcher. **Tension Beat:** A “patient” orders a “nurse”; no one reacts as if odd.

### 6.3 Chapel (Masks & Reflections)

**Read:** Beeswax, iron bell rope, a silvered altar. **Secrets:** The altar’s reflection reveals the Hag’s masked warden even when she is absent. **Tension Beat:** The hymn shifts voice mid-verse as though the island sings back.

### 6.4 Workyard (Labor & Leverage)

**Read:** Salt air, pile of nets, wall repair scaffold. **Secrets:** A loose stone conceals a smuggled lockpick and a conspirator’s note. **Tension Beat:** An enforcer is punished as a traitor—today’s guard is tomorrow’s prisoner.

### 6.5 Docks (Hope & Sabotage)

**Read:** Splintered skiff, barnacled pilings, treacherous reef. **Secrets:** The only seaworthy skiff needs a sparkstone (kept in the Chapel). **Tension Beat:** Fog arrives unnaturally fast; a watcher “was always here.”

## 7 Scene & Encounter Frames

### 7.1 Soft Clocks (Examples)

- **Trust Frays** (4-tick): Allies refuse to Assist; social Position worsens.
- **Watcher’s Eye** (6-tick): The Hag acts directly (insert a bargain/punishment).
- **Sabotage at the Docks** (4-tick): Skiff rendered useless until repaired.
- **Riot Spark** (6-tick): Crowd turns; public violence or purge.

### 7.2 Social Pressure Frames

Start *Controlled*. Any public reveal, accusation, or role inversion can drop to *Desperate*. Award Boons on Partial/Misses to keep momentum; every rolled 1 seeds GM SB.

## 7.3 Custom SB Spend Menus

### 7.3.1 SB Spend: Social Paranoia (Common Hall / Chapel)

| SB | Spend (Social)  |
|----|---|
| 1  | A bystander “remembers” the PCs differently; worsen Position by 1 for the current exchange.   |
| 1  | A trusted NPC hesitates; remove 1 Assist die from the next ally roll.   |
| 2  | Seed a <i>Trust Frays</i> tick (2); the targeted PC must answer a pointed question or take -1 die on next social roll.                              |
| 2  | A mask changes hands off-screen; an NPC’s apparent role flips for the scene.  |
| 3  | Public Confession: someone is forced to accuse a PC or ally; all social rolls against True Believers are <i>Desperate</i> this scene.               |
| 4  | Command Performance: the Hag speaks through a reflection; she names a cost (betray X or accept a Mark). Refusal advances <i>Watcher’s Eye</i> by 2. |

### 7.3.2 SB Spend: Escape Pressure (Workyard / Docks)

| SB | Spend (Escape)   |
|----|--|
| 1  | Sudden fog; worsen environmental Position for stealth/scan checks.                               |
| 1  | A rope snaps; mark 1 Fatigue on the acting PC unless they drop gear.                             |
| 2  | Sabotage blooms: tick <i>Sabotage at the Docks</i> twice.  |
| 2  | Witnessed: a watcher appears where no one was; next action vs. the watcher is <i>Desperate</i> . |
| 3  | Panic spreads; introduce a hostile crowd complication (DV +1 until dispersed).                   |
| 4  | The Hag’s Command: choose—abandon one conspirator now, or <i>Watcher’s Eye</i> fills.            |

### 7.3.3 SB Spend: Overthrow & Confrontation (Chapel / Locus)

| SB | Spend (Overthrow)   |
|----|---|
| 1  | Mirror-flash blinds; -1 die to the next direct action against the locus.  |
| 2  | Role Collapse: one PC momentarily believes they are a guard; they must Act to shake it or suffer -1 die for the scene.        |
| 2  | Echoed Orders: an ally repeats the Hag’s phrasing; sow -1 die to all Teamwork actions this exchange.                          |
| 3  | Mask Shatter: an NPC ally is revealed as a watcher; they impose a hard choice (retreat or split the party).                   |
| 4  | Recast the Scene: immediately flip the fiction (swap who is “accused”); everyone’s Position drops by 1 for their next action. |

## 8 The Hag's Low Rites (Paranoia-Fueled)

All are *Low Rites* intended for social/intrigue tension. They mirror Mab's toolkit but twist toward gaslighting and identity flux.

### 8.1 Wear the Mask

**Scope:** Scene; Self; Resisted. **Materials:** Mask/veil/shadow-smear. **Effect:** Present as guard or prisoner at will; NPCs accept it unless violently contradicted. **Push:** Learn one target's secret (GM supplies). Costs 1 Corruption on a *Miss*.

### 8.2 Whisper of Betrayal

**Scope:** Scene; Close; Resisted. **Materials:** Shared water; hushed phrase. **Effect:** Target treats an ally as suspicious; -1 die to Assist/Teamwork with that ally. **Push:** Paranoia spreads to the whole group for one exchange.

### 8.3 Exchange of Shadows

**Scope:** Instant; Near; Unresisted. **Materials:** Overlapped shadows. **Effect:** You and a target swap apparent roles; onlookers "remember" it as true. **Push:** Lingers into Downtime; fallout scene required to clear.

### 8.4 Eyes in the Walls

**Scope:** Scene; Self; Unresisted. **Materials:** Crack, keyhole, splinter. **Effect:** Observe a nearby scene remotely. **Push:** Receive one *truth* and one *lie*; you don't know which is which (GM marks 1 SB).

### 8.5 The Hag's Bargain

**Scope:** Scene; Touch; Resisted. **Materials:** Blood drop or mirror shard. **Effect:** Grant an ally +1 die; if they *Miss*, you mark 1 Corruption. **Push:** If they *Crit*, you still mark 1 Corruption (the Hag always profits).

## 9 Corruption: The Hag (Masks & Paranoia)

### 9.1 Subtle Tells (Narrative)

- **Stage 1:** Whisper-twitch; face-covering habits; compulsive "are you lying?" asides.
- **Stage 2:** False titles; aversion to mirrors; tattletale reflex to unseen authorities.
- **Stage 3:** Shadow out of sync; gaslight instinct; her tone slips into your voice.
- **Stage 4:** Mirror-glint eye; role amnesia; compulsion to spread her bargains.

### 9.2 SRD Track (Condensed)

**1–3 Corruption** Subtle habits emerge: covering the face, pausing as if listening, probing others for lies.

**4–6 Corruption** Roles blur: false titles, mirror aversion, reflex to report others' actions.



**7–9 Corruption** Paranoia deepens: shadow slip, memory-twisting, the Hag’s tones in your speech.

**10+ Corruption** Revelation: one eye mirrors dim light; you doubt your role and dream of spreading her bargains.

## 10 GM Tools: Paranoia & Control

### 10.1 Reveal Ladder (Escalation Cues)

Use these stages to track how overt the Hag’s influence becomes.

1. **Masks in Motion:** PCs notice minor behavioral tics in NPCs (whisper-twitch, compulsive reporting).
2. **Role Confusion:** Guards and prisoners invert in public scenes; records contradict themselves.
3. **Living Walls:** PCs catch the island itself “watching” — whispers in cracks, faces in reflections.
4. **The Hag’s Voice:** Commands ripple through NPCs; PCs hear her in their own speech.
5. **Revelation:** One PC or ally is unmasked as her agent. This is a turning point — confrontation, betrayal, or bargain.

### 10.2 Clock Suite (Examples)

- **Trust Frays** (4): Allies hesitate to Aid; social Position worsens.
- **Watcher’s Eye** (6): The Hag intervenes directly; insert bargain/punishment.
- **Sabotage at the Docks** (4): Escape route collapses unless countered.
- **Identity Collapse** (6): One PC begins to doubt their own role; must Act to recover.

### 10.3 Downtime SB Spend Menu (After Each Session/Scene)

| SB | Spend (Downtime)   |
|----|--|
| 1  | A rumor spreads in the cells: PCs suffer -1 die to the next social action unless they quell it.              |
| 1  | Nightmares visit: mark 1 Fatigue unless a PC takes Watch.  |
| 2  | A mask “migrates” overnight: swap two NPC roles at the GM’s choice.  |
| 2  | A PC receives a whispered bargain in their dreams; accept a small boon, or mark 1 Corruption.                |
| 3  | An ally NPC vanishes; next session they return with subtle Stage 2 Corruption.                               |
| 4  | The Hag herself appears in a dream tribunal; one PC must confess or face a scene start at <i>Desperate</i> . |

### 10.4 GM Reminders

- Always spend SB to destabilize trust, never just to “add hit points.”
- Swap roles subtly; the fiction should feel like sand slipping through fingers.
- Corruption is narrative fuel; feed paranoia slowly, then escalate into overt reveals.
- Use Clocks sparingly; fewer, more visible ones emphasize mounting tension.

## 11 Player Handout: The Island of Masks

### 11.1 Premise (What You Know)

You are confined on an isolated prison island ruled by a mysterious Hag. No one can say with certainty who is a prisoner and who is a guard. Every face wears suspicion; every mask hides a bargain. You have one goal: **survive long enough to find escape or overthrow her hold.**

### 11.2 Your Immediate Goals

- Identify potential allies and conspirators.
- Avoid exposure as traitor or pawn.
- Secure a path off the island — skiff, dock, or revolt.
- Decide whether you will confront the Hag directly or flee her grasp.

### 11.3 What You Suspect

- The Hag’s servants are hidden among you.
- Masks and roles may shift without warning.
- Bargains are binding, but always slanted in her favor.

### Sidebar: Spotting the Hag’s Servants

*Tells in Plain Sight* Keep watch for these subtle behaviors:

- Covering the face or speaking in half-pauses, as if “listening.”
- Refusal to meet mirrors or reflective surfaces.
- Compulsively reporting on others’ actions to anyone listening.
- Shadows that move just slightly out of step.
- Speech that slips into strange tones or repeats the Hag’s phrases.

Each of these hints may mark a servant already sliding under her influence. It is up to you whether to expose them, trust them, or bargain yourself.

### 11.4 Player Reminders

- Your Position (Dominant/Controlled/Desperate) matters more than raw damage.
- Boons fuel team momentum; Fatigue and Corruption are long-term costs.
- The Hag thrives on paranoia — play into it, but remember: **cooperation is still your strongest weapon.**

## 12 Closing GM Section: Flow & Resolution

### 12.1 Adventure Flow (3 Acts)

#### Act I: Arrival & Unease

- Introduce the Longhouse or Infirmary; emphasize masks and role confusion.
- Clock: *Trust Frays* (4). Every misstep fuels suspicion.
- Seed subtle corruption tells (whisper-twitch, false titles).

## Act II: Fractures & Conspiracies

- PCs navigate shifting alliances. Push SB spends from the Social Paranoia table.
- Clock: *Watcher's Eye* (6). Advance it whenever bargains are refused.
- Include a reveal ladder step (Role Confusion or Living Walls).

## Act III: Escape or Overthrow

- Scene pivot to Docks or Chapel. Choose *Escape* or *Confrontation*.
- Escape uses the *Escape Pressure* SB menu; Overthrow uses *Overthrow & Confrontation*.
- Endgame corruption: highlight one PC or ally tipping into Stage 3 or 4.

## 12.2 Final Confrontation Options

**Escape** PCs secure the skiff or another route. Costs: Fatigue + SB; some prisoners left behind.

**Bargain** PCs accept a deal from the Hag. Corruption flows, but safe passage is granted.

**Overthrow** PCs confront the Hag in her locus (Chapel/altar reflection). Use Overthrow SB menu.

## 12.3 Aftermath Table

Roll 1d6 or decide based on play outcomes.

| Roll | Aftermath  |
|------|--|
| 1    | The Hag's power fractures; she vanishes, but masks linger across the isles. PCs gain infamy.           |
| 2    | Escape succeeds, but one PC carries her Stage 4 Corruption — a new vector for her influence.           |
| 3    | Bargain accepted: safe passage in exchange for a permanent Mark (all PCs +1 ongoing Corruption track). |
| 4    | Prison revolt succeeds; the Hag's locus destroyed. Survivors establish a fragile new order.            |
| 5    | The Hag withdraws, promising return. PCs carry whispers of her bargains into future play.              |
| 6    | PCs overthrew her utterly. Yet a mirror shard follows them, glinting with potential return.            |

## 12.4 GM Wrap Reminders

- Escalate paranoia gradually: from subtle habits to overt reveals.
- Use SB to warp trust and identity, not to simply add “difficulty.”
- Always end with a clear player choice: flee, bargain, or confront.
- Corruption is the long shadow — even victory may carry her mark forward.

## A Generators & Quick Tables

### A.1 NPC Generator (Prisoner or Guard?)

Roll 1d6 or choose.

| d6 | NPC Trait  |
|----|--|
| 1  | <b>Innocent Face:</b> Claims ignorance; insists they are wrongly confined. Wears a mask too large. |
| 2  | <b>Confessor:</b> Always eager to whisper someone else's sins; "helps" by reporting.               |
| 3  | <b>Silent Watcher:</b> Speaks rarely, but always seems to be in the room you enter next.           |
| 4  | <b>Bargainer:</b> Offers aid for a price (a mask, a secret, a wound).                              |
| 5  | <b>Masked Twin:</b> Looks exactly like another NPC; denies it.                                     |
| 6  | <b>Bleeding Voice:</b> Occasionally slips into the Hag's tones; Stage 2 corruption evident.        |

## A.2 Island Location Generator

Roll 1d6 or choose.

| d6 | Location Detail   |
|----|---|
| 1  | <b>Collapsed Tower:</b> Half-fallen into the surf; stairwell ends in mist.        |
| 2  | <b>Mirror Pool:</b> Still water that reflects someone absent rather than present. |
| 3  | <b>Mask Garden:</b> Broken masks hang from posts, swaying as if in wind.          |
| 4  | <b>Sealed Cell:</b> Door bolted from inside; scratching still audible.            |
| 5  | <b>Hollow Tree:</b> Whispers echo; a prisoner once hid messages here.             |
| 6  | <b>Chalk Circles:</b> Faded ritual markings, refreshed when no one watches.       |

## A.3 Consequences Generator (Deck of Consequences)

Roll 1d6 or choose when a *Miss* or severe cost must land.

| d6 | Consequence  |
|----|--|
| 1  | <b>Fractured Trust:</b> Allies refuse to Aid until convinced otherwise.                                  |
| 2  | <b>Lost Identity:</b> For one scene, the PC must act as though they are a guard.                         |
| 3  | <b>Corruption Surge:</b> Mark +2 Corruption immediately.   |
| 4  | <b>Mirror Mark:</b> A PC's reflection is missing in one surface; others notice.                          |
| 5  | <b>Broken Escape:</b> A rope, key, or tool fails at the worst possible time.                             |
| 6  | <b>The Hag's Whisper:</b> GM declares a bargain offer. Refusal advances <i>Watcher's Eye</i> clock by 2. |

## A.4 Usage Note

These generators are lightweight tools:

- Use NPC traits to blur the line between ally and enemy.
- Island details create unease and reinforce the shifting setting.
- Consequences escalate paranoia without stalling play.