

You work as an investigator for the Department of Psychometry in Eidolon City. So far as you can tell, you always have. Your job is to keep the peace by finding and neutralizing anomalies.

Weather in Eidolon City

- 4/-3: Fog
- 2/-1: Light mist
- 0/+1: Shower
- +2/+3: Thunderstorm
- +4: Downpour

Hypnogogia (Stunt): Once per game session, mark one stress box. You may switch two of your approaches before you roll. The approaches remain switched for the remainder of the session.

The River runs diagonally through Eidolon City. Everything that is lost eventually washes up on its shores: keys, people, memories, relationships, time, and so on.

Eidolon City is strange, but anomalies are stranger. Anomalies are distinct from the other indigenous phenomena of Eidolon City in one crucial way: they impose their reality on others, overlaying the City instead of meshing peacefully with it. As such, anomalies are always grotesque in the classical sense. Citizens instinctively shun them. Still, only a trained psychometer such as yourself can ultimately make the call as to whether something is truly an anomaly to be neutralized.

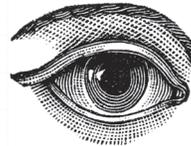
Every case begins the same way.

You appear in the Office of the Facilitator. The Facilitator has an orchid for a head. Question: "What are you so afraid of?" No matter the answer, the Facilitator scribbles notes on an obscured pad and then motions you into the Office of the Interpreter.

The Interpreter is always a bird, but never the same bird twice. Question: "What do you expect of us?" The Interpreter's reactions are always inscrutable, and you are motioned into the Office of the Conductor.

The Conductor has a gramophone in its chest, which it cranks into life as you enter. Question: "What are you hiding from us?" Any answer elicits no reply, just an outstretched hand with the current mission dossier, along with a rendezvous point to contact other investigators if there are any. The door out deposits you on a random street corner in Eidolon City.

Vivid colors signify outsiders in the City. Treat them with extreme caution.



A handy tip: every building in Eidolon City is a labyrinth, and all labyrinths are connected.

High Concept: Psychometer

- authority in the city
- nobody wants to be seen helping you
- gets things done
- no past, questionable future
- all that stands between the city and chaos
- who do they think they are?

Certain things hold power. Anagrams. Keys. Lamps. Words written in haste. Playing cards. An improvised tune, whistled. Use these things to your advantage. They are always important.

A psychometer's money is no good in Eidolon City. Taxis drop them at the destination without collecting fare. Drinks are always served without a tab. Pay phones connect without dropping a dime. If an investigator does give a citizen money, they drop it as if it burns them and flee the scene immediately.

Streets in Eidolon City are always named after artists: north-south if they are alive, east-west if they are deceased.