# *Let them underestimate you.*

Something impossible struck you, and you kept your life anyway: the friends, the rivals, the rent, and whatever waits behind the coat check.

You are one of the Kouroi: once human, now magnificent, dangerous, and occasionally ridiculous. Between glittering nightlife, supernatural rivalries, and impossible Mythwounds, there's a world worth saving. Whether it appreciates your efforts is another matter.

*You are here*

## Worldside

*The Electric Baroque Earth*

The streets are familiar. The histories are ours. Yet the chandeliers burn a little brighter, the celebrations grow more extravagant, and beauty and grotesquerie have become intimate companions.

This is Worldside, a modern Earth dressed in the Electric Baroque. Most people lead ordinary lives, even when extraordinary things happen around them. Everyone has heard a story about a door that shouldn't exist… most have learned not to ask where it leads.

Mother, witness me: I will not leave **Before**, though I am called to **Testament**.
I **Impact**. I **Impact**. I **Impact**. I radiate through **Axis**; they say I am **Afterglow**.
I am growing into **Becoming**, and **Claim** will always hold a part of me.

## *Before*

What from your mortal life will you not leave behind?

Something from the life you had before you were Struck: the work, the family, the place, the standing. You keep it.

AGENT OF AN ORGANIZATION · INDEPENDENT OPERATOR · HEIR · COMMUNITY ANCHOR · PUBLIC FIGURE · STEWARD · SUPERNATURAL ASSOCIATE · OUTSIDER

## *Testament*

Which Testament do you belong to?

When Struck, you heard… no, you became a single word, an imperative. These others heard the same, and now you're bound with a Catch between you.

BLACK TIE TRIBUNAL · COUNTERFEIT ROYALS · CULT OF GILT · FLASHBULB SYNOD · GUTTER SAINTS · HESPERIDESQUE · HOUSE ORISON · LAST DANCE SOCIETY · ORDER OF AUDACITY · OTHERWISE · PRETTY LITTLE GODS · RUINATION, INC.

## *Impact*

Which supernatural Impact Type first took shape in your Striking?

The first took shape when you were Struck. Your Testament gives you two more.

WEIGH · DEFINE · CONSUME · REVEAL · ESCAPE · KEEP · RULE · END · REMAKE · CHOOSE · TRANSFIGURE · UNMAKE

## *Axis*

Glambright. Grimdark. Glimmerrot.

*Mother saw and Mother smiled.*

TRICKSTER · GUARDIAN · ENVOY · HUNTER · CULTIVATOR · ENCHANTER · CELEBRANT

## *Afterglow*

What do other people believe about you so strongly that the belief takes shape?

Expectation finds rich roots in reality.

SAFEKEEP · WHISPERWEAVE · TRUTHMARK · LASTLIGHT · THORNSONG · COLDCROWN · DOORWISE · GLASSMOUTH · NEVERGONE · SOFTKNIFE · ASHBLOOM · HUSHHOLD · CROWDSPARK

## *Becoming*

What are you transforming into?

A star fallen to Earth. A house with a heartbeat. A god still ripening.

AMBROSIVORE · ASTERFALL · ATRIUM · DREAMWELL · GLAZEWIGHT · HEARTKNOT · INKVEIN · MIRRORMARROW · RELICFLESH · ROADBONE · THUNDERBLOOD · UNBURIED

## *Claim*

What has a claim upon you?

The thing you'd come back for. It brings you home to yourself.

ADVERSARY · PEOPLE · PERSON · PLACE · PRINCIPLE · PROMISE · WORK

## *Now say it like you mean it.*

Everything the Declaration names is waiting in the Lore.

THE RULES · GLIMMERROT.COM/PLAY/RULES

THE LORE · GLIMMERROT.COM/LORE

# *Matrianism*

## *Mother is as far above the gods as the gods are above us.*

When El sought to unmake all creation, Their gnarled hands seeking to smash Worldside and Underside together, Mother intervened: a finger in the dam, a foot on the tail. Her arms Holding all of creation, Her children making their way into the future.

We, the Many-Known, know She chose the Kouroi, releasing us from the voice that would annihilate us.

### Regard.

*The power of being seen.*

Attention recognizes existence.

### Graft.

*The sacredness of union.*

That which is joined becomes so much more.

### Wrest.

*The holiness of choice.*

A will that can refuse even a god is hallowed.

*Their holy book is the Much-Seen: consecrated, not infallible.*

# *City Hall*

## *If someone comes for you, they come for us all.*

City Hall is every Kouros in a city who has accepted the Welcome. You may loathe a fellow member, ruin their standing, campaign to unseat them. But when someone comes for them, you stand in the way anyway.

And that promise extends beyond the Kouroi. City Hall defends its city, and the mortals who call it home, against Prodigia, whatever emerges from Mythwounds, and Ruination, Inc.

*Mother May I Welcome.* *Mother May I Call.* *Mother May I Cast Out.*

*Seven hold the fate of a city in their hands. Some would sooner close their fists.*

0 The Fool
The sanctioned thorn in every throne. Mocks the Host, drags failures into daylight, and speaks the deciding word when the Arcana cannot agree.

V The Hierophant
Chosen by the city's Matrian powers, the Hierophant carries Mother's faith into the Arcana, where devotion has demands of its own.

XIII Death
When war comes, Death commands. In peace, they ask a more dangerous question: What must change for the city to be worthy of defending?

XXI The World
Seeks out those newly Struck by the impossible. Teaches them the ways of Kouroi, introduces them to their people, and brings them to City Hall's doors.

I The Magician
When City Hall attempts the impossible, the Magician draws the circle. Ritemaster of its greatest workings, keeper of its alchemy of Belonging.

◆ The Host
Elected by the Welcomed. Opens the doors, summons the city to stand together, and holds the terrible authority to cast one of its own beyond the Welcome.

XV The Devil
Every city has secrets, and the Devil knows which ones have teeth. Spymaster, keeper of chains and confidences, whose informants even the Host cannot compel them to betray.