



# Glimmer Knights

## WHO SERVE

### The Performers Guild

*The Glimmers and the Maestros*

## GEAR

- ◆ Fine Clothing
- ◆ Writing Supplies
- ◆ Starforged Chainmail Coat (*Armour vs skirmish*)
- ◇ Coronet of Glory (*Armour vs. Command*)
- ◇ A shield of silver and ice. (*Armour vs. Channel*)
- ◇ A concealing grey cloak (*Armour vs. Survey*)
- ◇ A bow strung with starlight (+*ranged*)
- ◇ A keen-edged silver sword (+*demonlayer*)
- ◇ Diplomatic Credentials
- ◇ Musical instrument
- ◇ Whitethorn binding shackles (+*antimagic*)
- ◇ Horn of Alarm (+*loud*)
- ◇ Chimes of Tranquility (+*sleep*)

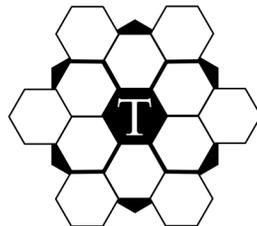
## CONTACTS

|                     |                                  |
|---------------------|----------------------------------|
| Kilku Ratface       | <i>Appearances Matter</i>        |
| Yewland the Bard    | <i>Songs must be Preserved</i>   |
| Borman the Teacher  | <i>Education is Emancipation</i> |
| Illiana Smokedancer | <i>Joy Unites Us</i>             |

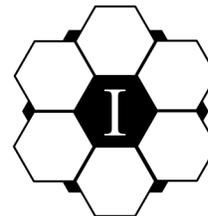
## ADVANCES

- ◇ **Neutral Grounds:** The Eternal Stage is safe from direct assault or violence, even when you are at war. No faction dares to despoil the ancient accords. The rest of your territory receives no such protection.
- ◇ **Starlight Shroud:** Each Freebooter may add +1 action rating to Finesse, Skirmish, or Command (up to a max rating of 3).
- ◇ **The Rime Guard:** Your devotion to the Queen of Rime and Woe has granted you the blessing of endless winter. Your heart has frozen, mind stilled, and skin hardened which grants you an additional die on resistance rolls.
- ◇ **Spy Network:** The guild has members skilled in espionage who are embedded in each of the factions of the city. Their information gives you an additional die on engagement rolls against other factions.
- ◇ **Patronage:** When you advance your Tier, you can pay in the form of a favour to a powerful patron rather than Coin. Before you advance, you must perform some job for your patron.
- ◇ **The Arctic Pact:** The guild is strongly aligned to the Elemental Plane of Ice. While this frozen plane is tethered to Sig, you can make Planar Bargains with that plane without suffering Consequences.
- ◇ **Twilight Squires:** The faction is served by a cohort of clever and discrete agents. Your crew may use preparation actions to assign them certain tasks.
- ◇ **The Queen's Oath:** The crew is given the opportunity to swear an oath of three parts to the Queen of Rime and Woe. Thereafter, it is impossible for these oathbound knights to break this oath by ignorance, volition, or duress.

## TREASURY



## INFAMY



## FACTION

|   |                         |
|---|-------------------------|
|    | Paperguard              |
|    | Guild of Artificers     |
|    | Guild of Toil           |
|    | Guild of Advocates      |
|    | Sig Gazetteer           |
|    | Riverkeepers            |
|    | Cleaners                |
|    | Farmers Guild           |
|    | League of Exterminators |
|    | Enforcers               |
|    | Dustkeepers             |
|    | Teachers Guild          |
|    | Night Barons            |
|   | Recyclers Cooperative   |
|  | Portalsmiths            |
|  | Performers Guild        |
|  | Heralds Guild           |
|  | Sage Collegium          |

## CLAIMS

|      |                          |
|------|--------------------------|
| Turf | <i>The Eternal Stage</i> |
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# THE ORDER OF ASHEN KEYS

## WHO SERVE

### The Sage Collegium

*The Marked and the Wise*

## GEAR

- ◆ Elaborate Robes
- ◆ Ritual Components
- ◆ Arcane Staff (+focus)
- ◇ A fine enchanted dagger (+concealed)
- ◇ Arcane familiar (+sentient)
- ◇ A tome of secret lore (+versatile)
- ◇ A forbidden ritual scroll (+messy)
- ◇ A defensive charm/talisman (*Armour vs. action of choice*)
- ◇ An impressive hat (+memorable +intimidating)
- ◇ Cryptography supplies
- ◇ Alchemy supplies
- ◇ Tinkering tools

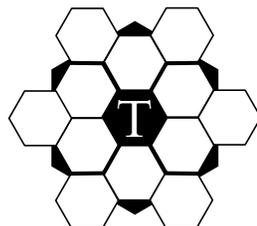
## CONTACTS

|                      |                                |
|----------------------|--------------------------------|
| Xanak the Bookkeeper | <i>Coin must be Earned</i>     |
| Yewland the Bard     | <i>Songs must be Preserved</i> |
| Calvyn the Shoulder  | <i>Memories are Shackles</i>   |
| Itzel the Masked     | <i>You do not Understand!</i>  |

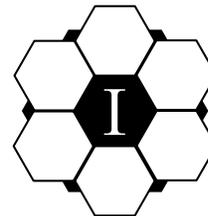
## ADVANCES

- ◇ **Invisible Library:** You can store any amount of information securely in the Invisible Library, cyphered and hidden beyond mortal reach. You also gain additional effect when researching from within the Library.
- ◇ **Academic Excellence:** Each PC may add +1 action rating to Channel, Study, or Tinker (up to a max rating of 3).
- ◇ **Lore Tethered:** The Collegium is strongly aligned to the Conceptual Plane of Lore. While this plane is tethered to Sig, members of your faction can make Planar Bargains with that plane without suffering consequences.
- ◇ **Alchemical Laboratory:** You may brew, distill, transmute, or purify any substance with your laboratory. Roll an additional die on any preparation roll which involves alchemical solutions.
- ◇ **Scroll of the Elders:** You have a collection of forbidden scrolls which may unleash ancient evils. You may Wreck entire buildings in a single roll by opening hellgates or summoning unspeakable horrors.
- ◇ **Revolutionary Cells:** The Sage Collegium is accustomed to war (-3 faction Status), so crew members do not lose any downtime actions due to war.
- ◇ **The Bone Scribes:** The faction is served by a cohort of skilled wizards, illusionists, conjurers, and necromancers. Your crew may use preparation actions to assign them certain tasks.
- ◇ **Planar Anchor:** You get another die for resistance rolls against planar magics, and you cannot be subjected to involuntary planar transportation.

## TREASURY



## INFAMY



## FACTION

|  |                         |
|--|-------------------------|
|  | Paperguard              |
|  | Guild of Artificers     |
|  | Guild of Toil           |
|  | Guild of Advocates      |
|  | Sig Gazetteer           |
|  | Riverkeepers            |
|  | Cleaners                |
|  | Farmers Guild           |
|  | League of Exterminators |
|  | Enforcers               |
|  | Dustkeepers             |
|  | Teachers Guild          |
|  | Night Barons            |
|  | Recyclers Cooperative   |
|  | Portalsmiths            |
|  | Performers Guild        |
|  | Heralds Guild           |
|  | Sage Collegium          |

## CLAIMS

|      |                          |
|------|--------------------------|
| Turf | <i>The Slate Library</i> |
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# Daughters Of the Raven

## WHO SERVE

### The Heralds Guild

*The Birds and the Watchers*

## GEAR

- ◆ Travelling Garb
- ◆ Fine black raven-feather cloak (*Armour vs Survey*)
- ◆ Mail satchel of holding
- ◇ Shadowforged Armour (*Armour vs Skirmish*)
- ◇ Travelling and camping gear
- ◇ Keen-Edged Blades (+*ranged +infinite*)
- ◇ Spear of Choosing (+*vengeful*)
- ◇ Fine clothes and jewelry
- ◇ Burglary gear
- ◇ Glorious Mask (+*Authoritative*)
- ◇ Wrathful Mask (+*Terrifying*)
- ◇ Faceless Mask (+*Forgotten*)

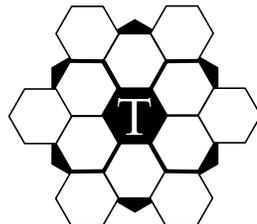
## CONTACTS

|                      |                                  |
|----------------------|----------------------------------|
| Kilku Ratface        | <i>Appearances Matter</i>        |
| Xanak the Bookkeeper | <i>Every Coin Must be Earned</i> |
| Marak the Tailor     | <i>Trust is a Blade</i>          |
| Harun the Smuggler   | <i>Everyone has a Price</i>      |

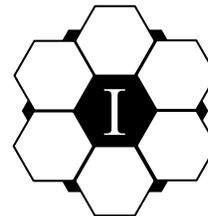
## ADVANCES

- ◇ **Letters of Introduction:** You can gain access to an audience with anyone in Sig, including any Powers currently there. You will have an opportunity to deliver a written or spoken message safely.
- ◇ **Seasoned Traveller:** Each PC may add +1 action rating to Survey, Maneuver, or Sway (up to a maximum of 3)
- ◇ **The Atlas of Sig:** The Heralds Guild has an incredible supply of maps and charts which reveal secret routes, hidden doors, and forgotten tunnels. Gain an additional die on engagement rolls in the city of Sig.
- ◇ **Seeker:** If you know someone's True Name, you know where to find them. If their name is obscured to you, you must succeed on a Survey roll to find them.
- ◇ **Far Whispers:** You can communicate with any member of your faction instantly so long as they are in the City of Blades, or in a plane that currently has the tether.
- ◇ **Rumour Mongers:** Your faction knows all the dirty secrets and sordid rumours about the powerful figures of the city. You can take a preparation action to release this information and take -3 Infamy.
- ◇ **Wind Tethered:** The guild is strongly aligned to the Elemental Plane of Wind. While this plane is tethered to Sig, you can make Planar Bargains with that plane without suffering Consequences.
- ◇ **The Wrens:** The Wrens are comprised of experienced planar rangers and vergers who maintain waystations throughout the verse. Your crew may use preparation actions to assign them certain tasks.

## TREASURY



## INFAMY



## FACTION

|  |                         |
|--|-------------------------|
|  | Paperguard              |
|  | Guild of Artificers     |
|  | Guild of Toil           |
|  | Guild of Advocates      |
|  | Sig Gazetteer           |
|  | Riverkeepers            |
|  | Cleaners                |
|  | Farmers Guild           |
|  | League of Exterminators |
|  | Enforcers               |
|  | Dustkeepers             |
|  | Teachers Guild          |
|  | Night Barons            |
|  | Recyclers Cooperative   |
|  | Portalsmiths            |
|  | Performers Guild        |
|  | Heralds Guild           |
|  | Sage Collegium          |

## CLAIMS

|      |                                   |
|------|-----------------------------------|
| Turf | <i>Unified Sig Postal Service</i> |
|      |                                   |
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# reforged blades

## WHO SERVE

### Recyclers Guild

*The Slags and the Melters*

## GEAR

- ◆ Nondescript clothing and dust-grey cloaks
- ◆ Unlimited recycled tools and weapons
- ◇ Symbiotic Ooze (+sentient, +empowering)
- ◇ A symbol of your former authority (+impressive)
- ◇ Salvaged Armour (*Armour vs. Skirmish*)
- ◇ A fine bottle of spirits or poison (+debilitating)
- ◇ An ancient blade, regorged (+epic)
- ◇ A sack full of food and drink
- ◇ Demolition gear
- ◇ Alchemy gear
- ◇ A jar of hungry ooze

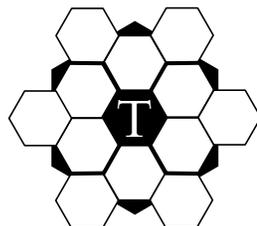
## CONTACTS

|                       |                                  |
|-----------------------|----------------------------------|
| Marak the Tailor      | <i>Trust is a Blade</i>          |
| Borman the Teacher    | <i>Education is Emancipation</i> |
| Calvyn the Shoulder   | <i>Memories are Shackles</i>     |
| K'hana the Nightwatch | <i>Vengeance is Eternal</i>      |
|                       |                                  |

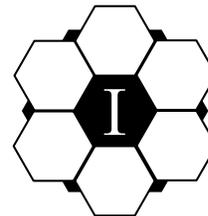
## ADVANCES

- ◇ **Scrap Value:** You know how to extract value from stolen goods. When you find something valuable on a mission, you may mark load to bring it with you and sell it for 1 Coin in downtime.
- ◇ **Ooze-friend:** A sentient ooze is who are willing to enter symbiosis with you and replace what has been lost. Each character may bond to an ooze once, healing all Harm while permanently getting a guest in their head.
- ◇ **Rustworker:** You have communed with the metal-eating rustbeasts, who have taught you their secret arts. Any metal on your person slowly corrodes, and your blood causes metals to rust on contact.
- ◇ **The Orphan Network:** Your cooperative has good relationships with the Orphans Union and they give you useful intel. Gain an advantage on any investigation roll.
- ◇ **The Unwashed Masses:** The Breeding Warrens is a vile place with a reputation for filth. Living here has rendered you immune to disease and poison. You can sustain with rotten food and stale beer.
- ◇ **Things Speak:** You have learned the language of broken things. If you put your ear to a piece of rubbish or scrap, you can hear it speak to you of what it experienced "in the good old days".
- ◇ **Entropic Shard:** The Recyclers Cooperative is strongly aligned to the Shard of Ooze. When you make Planar Bargains involving rot and decay, you only suffer minor Consequences despite your Stress.
- ◇ **The Scrappers:** The Scrappers are comprised of resentful and passionate common citizens who are driven to rise up against their oppressors. Your crew may use preparation actions to assign them certain tasks.

## TREASURY



## INFAMY



## FACTION

|   |                         |
|---|-------------------------|
|    | Paperguard              |
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|    | Guild of Toil           |
|    | Guild of Advocates      |
|    | Sig Gazetteer           |
|    | Riverkeepers            |
|    | Cleaners                |
|    | Farmers Guild           |
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|    | Dustkeepers             |
|    | Teachers Guild          |
|    | Night Barons            |
|    | Recyclers Cooperative   |
|   | Portalsmiths            |
|  | Performers Guild        |
|  | Heralds Guild           |
|  | Sage Collegium          |

## CLAIMS

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| Workshop | <i>Polvan Scrapyard</i> |
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# VOID STRIDERS

## WHO SERVE

### The Portalsmiths

*The Keys and the Wedges*

## GEAR

- ◆ Fuligin-dark uniform,
- ◆ Writing Gear
- ◆ Bone hourglas which predics planar alignments
- ◇ A portal shield (*Armour vs. Ranged, +reflective*)
- ◇ Potion of the Gaul (*Armour vs Skirmish, +strength*)
- ◇ Travelling and camping gear
- ◇ Axe of Smokeless Flame (*+messy, +voidkiller*)
- ◇ Spices of Life (*+narcotic, +prophetic*)
- ◇ Spirit Bottles (*+trap*)
- ◇ Wand of Lethe (*+neuralyzer*)
- ◇ A binding chain of silver
- ◇ A calling censor of brass
- ◇ A banishing golden bell

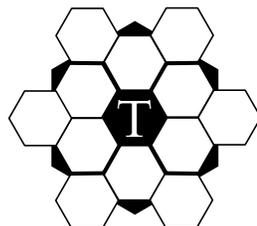
## CONTACTS

|                       |                              |
|-----------------------|------------------------------|
| Harun the Smuggler    | <i>Everyone has a Price</i>  |
| Iliana Smokedancer    | <i>Joy Unites Us</i>         |
| Itzel the Masked      | <i>You do not Understand</i> |
| K'hana the Nightwatch | <i>Vengeance is Eternal</i>  |

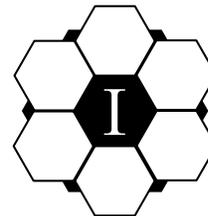
## ADVANCES

- ◇ **Divine Locksmith:** You have access to the gatekeeper archives which record the keys to thousands of gates. You may access any prime world you know of. With a successful Reveal roll, you can even be assured safe travel.
- ◇ **Cultural Liaison:** Each PC may add +1 action rating to their Survey, Reveal, or Consort (up to a maximum of 3).
- ◇ **The Planar Codex:** The Portalsmiths have extensive records of the eternal planes of existence and the infinite prime worlds. Gain an additional die on engagement rolls while outside of Sig.
- ◇ **Multiversal Translator:** The Portalsmiths train their people to understand, speak, and write nearly any language. When translating under pressure, make a Consort roll to avoid misunderstandings.
- ◇ **Appraiser's Eye:** You are skilled in identifying valuable goods from throughout the verse. Each of you gain 1 Coin the first time you visit a new prime world or plane.
- ◇ **The Great Material Continuum:** You have learned how to sail down the great river of commerce. You automatically succeed on any Acquire roll if you can describe the chain of barter that led you to receive your prize.
- ◇ **Gateway Echoes:** The Portalsmiths are intimately connected to the planar tethers. You may make Planar Bargains which involve any of the planes of existence, suffering the normal Consequences.
- ◇ **The Exorcists:** The Exorcists are a skilled cohort of faithful abjurers who specialize in planar banishment rituals. Your crew may use preparation actions to assign them certain tasks.

## TREASURY



## INFAMY



## FACTION

|  |                         |
|--|-------------------------|
|  | Paperguard              |
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|  | Night Barons            |
|  | Recyclers Cooperative   |
|  | Portalsmiths            |
|  | Performers Guild        |
|  | Heralds Guild           |
|  | Sage Collegium          |

## CLAIMS

|         |                   |
|---------|-------------------|
| Hideout | <i>Mirrorwalk</i> |
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# CLAIM SHEET

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| CLAIM             | BENEFIT  | FACTION                 |
|-------------------|----------|-------------------------|
| The Silent Throne | Hideout  | Paperguard              |
| Tsar's Library    | Library  | Paperguard              |
| Oubliette         | Hideout  | Paperguard              |
| Temple of Trials  | Library  | Paperguard              |
| The Acorn Banks   | Vault    | Paperguard              |
| Godscript         | Vault    | Dustkeepers             |
| Monastary Lofts   | Quarters | Dustkeepers             |
| High Stables      | Stables  | League of Exterminators |
| Nurg Kennels      | Turf     | League of Exterminators |
| Palace of Justice | Turf     | Guild of Advocates      |
| College of Stars  | College  | Guild of Advocates      |
| Cloudreach        | Vault    | Guild of Advocates      |

| CLAIM                      | BENEFIT   | FACTION             |
|----------------------------|-----------|---------------------|
| Artisan's Alley            | Turf      | Guild of Artificers |
| Crystal Emporium           | Warehouse | Guild of Artificers |
| Cogworks                   | Workshop  | Guild of Artificers |
| Imperial Trading Post      | Market    | Night Barons        |
| Golden Tether              | Tether    | Enforcers           |
| Partisan's Pub             | Vault     | Guild of Toil       |
| Bronze Tether              | Tether    | Guild of Toil       |
| Printer's Alley            | Turf      | Sig Gazetteer       |
| Silver Tether              | Tether    | Sig Gazetteer       |
| Forges of Power            | Workshop  | Sig Gazetteer       |
| Houses of the Beasts       | Stables   | Sig Gazetteer       |
| Unified Sig Postal Service | Turf      | Heralds Guild       |

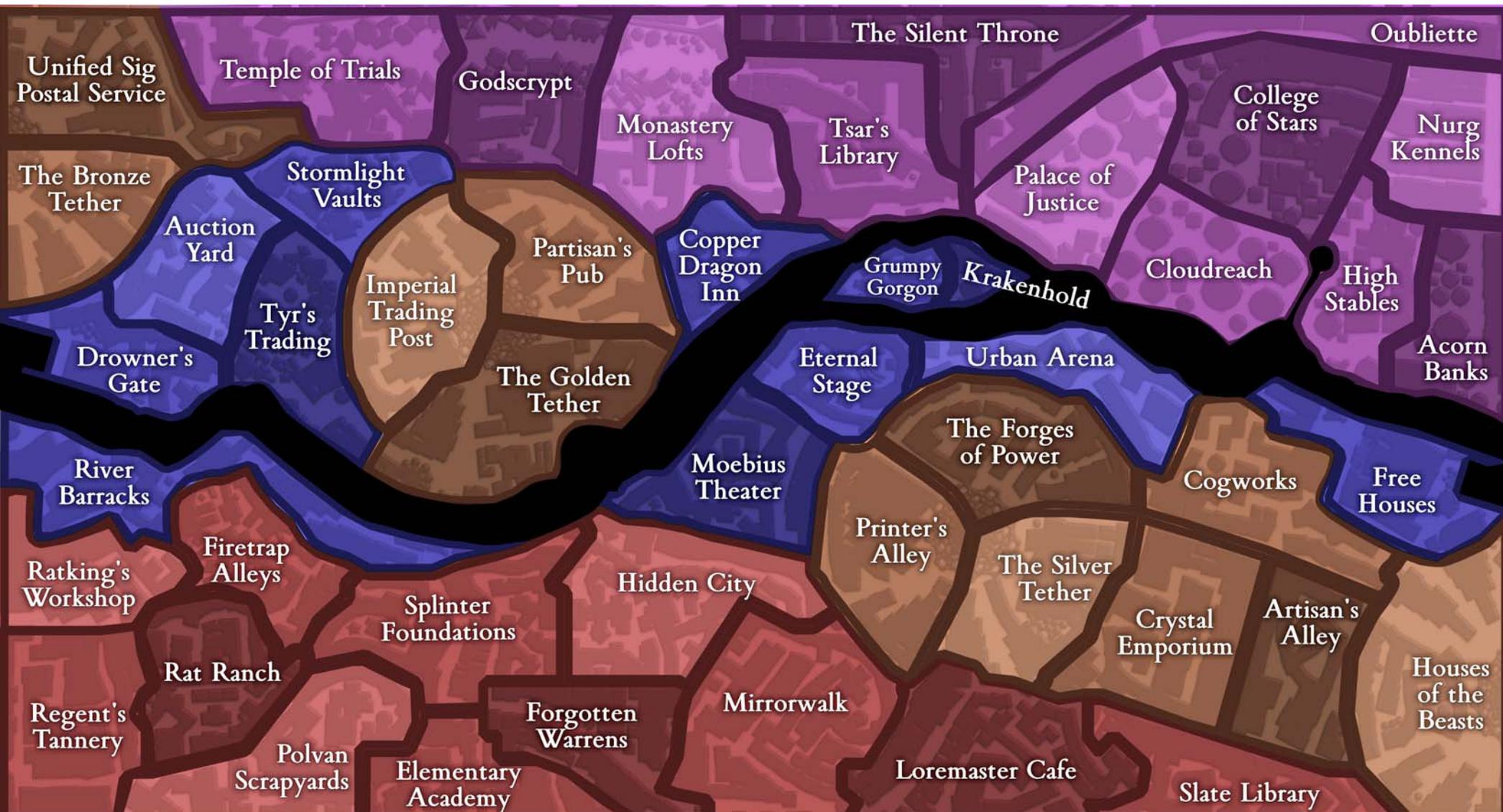
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| CLAIM             | BENEFIT   | FACTION             |
|-------------------|-----------|---------------------|
| Auction Yard      | Warehouse | Cleaners            |
| Tyr's Trading     | Market    | Cleaners            |
| Stormlight Vaults | Vault     | Guild of Artificers |
| River Barracks    | Quarters  | Guild of Artificers |
| Eternal Stage     | Turf      | Performers Guild    |
| Urban Arena       | College   | Guild of Advocates  |
| Moebius Theater   | College   | Riverkeepers        |
| Krakenhold        | Boathouse | Riverkeepers        |
| Copper Dragon Inn | Market    | Riverkeepers        |
| Great Houses      | Turf      | Riverkeepers        |
| Grumpy Gorgon     | Turf      | Enforcers           |
| Drowner's Gate    | Boathouse | Enforcers           |

| CLAIM               | BENEFIT   | FACTION               |
|---------------------|-----------|-----------------------|
| Elementary Academy  | Turf      | Teachers Guild        |
| Forgotten Warren    | Quarters  | Teachers Guild        |
| Splinter Foundation | Turf      | Guild of Toil         |
| Hidden City         | Hideout   | Guild of Toil         |
| Firetrap Alleys     | Turf      | Guild of Toil         |
| Rat Ranch           | Turf      | Farmers Guild         |
| Regent's Tannery    | Warehouse | Farmers Guild         |
| Loremaster Café     | Library   | Farmers Guild         |
| Polvan Scrapyard    | Workshop  | Recyclers Cooperative |
| Ratking's Workshop  | Workshop  | Cleaners              |
| Slate Library       | Turf      | Sage Collegium        |
| Mirrorwalk          | Hideout   | Portalsmiths          |

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*Highspire*

NOBILITY & POWER

*Riverward*

COMMERCE & CULTURE

*Tetherward*

TRADE & LABOUR

*The Five*

POVERTY & REVOLUTION

# PHASES OF PLAY

# ROLLS

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## Drama Phase

*Action & Fortune*

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- Free roleplaying
- Interaction with Contacts
- Identify opportunities for potential missions.
- Go to Mission Phase.

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## Mission Phase

*Action, Resistance, & Fortune*

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1. Target a Claim
2. Crew selects an Approach
  - **Ambush:** Describe where the Target is vulnerable
  - **Debate:** Describe the philosophical or ethical concept you are wielding.
  - **Deceive:** Describe the sliver of truth your deception is based on.
  - **Negotiate:** Describe the leverage you hold over your target.
  - **Invade:** Describe what makes this prime world special.
  - **Investigate:** Describe your most promising lead.
  - **Invoke:** Describe the sacrifice your invocation requires.
  - **Sneak:** Describe the gap in their security you exploited.
  - **Transport:** Describe where you enter the plane.
3. Each Freebooter determines Loadout
4. Crew selects Politics Objective
5. Crew selects Profit Objective
6. Crew makes Engagement roll to create Peril Clock.
7. Play the mission until crew completes both objectives or abandons the run.
8. Go to Downtime Phase.

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## Downtime Phase

*Fortune & Preparation*

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1. Allocate Coin
2. Allocate Infamy
3. Roll and respond to Fallout
4. Make preparation Rolls
5. Spend experience for characters & upgrade the crew.
6. Return to Drama Phase.

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## General Rule

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Collect a pool of six-sided dice, typically between one and four dice in total. Roll your pool of dice all at once and read the single highest result.

- **If the highest die is a 6**, it's a full success. Rolling more than one 6 gets you a critical success that gives you extra advantages.
- **If the highest die is a 4 or 5**, that's a success with complications.
- **If the highest die is 1-3**, it's a bad outcome.

If you ever need to roll but you have zero (or negative) dice, roll two dice and take the single lowest result.

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## Action Rolls

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- Determine Goal
- Select Action
- Improve the odds, pushing yourself (2 stress) and/or getting assistance (1 stress)
- Roll the dice, with a bad outcome (1-3) resulting in consequence. You may take a Planar Bargain to reroll.
- GM assesses the effect of the roll, based on number of 6's rolled and fictional position.
- Negotiate the Outcome.

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## Resistance Rolls

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Roll dice equal to your Attribute (Insight, Prowess, or Resolve). Your character suffers **6 Stress** when they resist, **minus the highest die result from the resistance roll**.

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## Fortune Rolls

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Roll 1-4 dice as determined by the GM to determine the outcome. There are no limits to the number of Fortune Rolls you can perform.

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## Preparation Rolls

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You have a limited number of preparation rolls, and can purchase more for 1 Coin each. Roll 1 die, plus an additional die for each:

- They expose a friend or family member to danger.
- They receive assistance from a rival or foe.
- They fulfill one of their Drive