

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*)

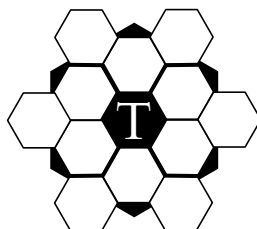
CONTACTS

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>

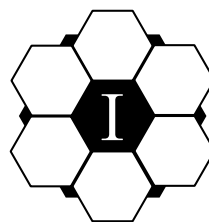
ADVANCES

- ◇ **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	The Eternal Stage