

THE MAGPIES

TIER I

A small gang of thieves turned vigilantes who fight to defend the poor and oppressed of Duskwall.

FACTION CLOCKS

Foil the Circle of Flame's Schemes: 0/12.

Antagonize Bluecoats: 0/4 (repeating).

Turf: The Nest, an abandoned watchtower in Six Towers (HQ). The Hound's Paw, a friendly tavern in Nightmarket. Loyal contacts in the Docks, Coalridge, and Silkshore.

NPCs: Myra Keel (*severe, canny, empathetic*), Minx (*flirty, determined, stylish*), Blaire Culhane (*curious, enthusiastic, weird*), Phin Haig (*stoic, loyal, fighter*).

Notable Assets: Blood-iron ring and Eye of Kotar, both swiped from their enemies. A stash of magpie pins that they leave as a calling card. A rotating collection of ghosts in spirit jars.

Quirks: The Magpies make more friends than money. The main members have all been known to rescue people in over their heads. Freed spirits and grateful recipients of their help sometimes bring in information from across the city.

Allies: Gondoliers, Ink Rakes, Citizenry of the Docks.

Enemies: The Circle of Flame, Bluecoats, Spirit Wardens, Lampblacks.

Situation: The Magpies have made enemies of the powerful Circle of Flame. They've stolen two powerful artifacts; the Circle is searching for the other two. The Magpies want to get the Hand and Heart of Kotar first, to keep the Circle from using them for their own power-hungry schemes.

