

Umbral Hand

The Umbral Hand

“No truth remains hidden. No mark escapes the Hand.”

The **Umbral Hand** was formed soon after the founding of New BloodHaven. It is a clandestine and lethal enclave composed of elite assassins, spies, infiltrators, and seekers of hidden truths.

Known for their silent precision and unwavering resolve, the members of the Umbral Hand operate beneath the binding terms of **The Shadow Pact**. Their work is carried out beyond public knowledge, where secrecy, patience, and decisive action are necessary to protect the balance.

The Three Shadows

The Umbral Hand is overseen by select followers devoted to three of the Old Gods:

- **Araknavar, the Widowmaker** — patron of silent death, woven fate, patience, and inevitable consequence.
- **Umbravix, the Phantom Tail** — patron of stealth, deception, cunning, espionage, and unseen passage.
- **Noxvar, the Shadowed Raven** — watchful keeper of concealed knowledge, distant observation, and truths hidden within darkness.

From Araknavar, the Hand learns patience and the certainty of the final strike. From Umbravix, it learns to deceive the eye and move where none expect. Beneath Noxvar’s watchful gaze, it seeks the truths others have buried.

Selection and Training

Members of the Umbral Hand are chosen from among the most cunning, disciplined, and resourceful BloodBrothers. Every candidate must demonstrate an ability to remain unseen, act without hesitation, and preserve secrecy even under extraordinary pressure.

Each assassin and spy is trained in stealth, infiltration, surveillance, subterfuge, close combat, and the arts of silent death. Some are also instructed in shadowed rites and forbidden practices that allow them to obscure their presence, strike without warning, and disappear before pursuit can begin.

An agent of the Umbral Hand is not merely taught how to find a target. They are taught how to understand it: its habits, weaknesses, loyalties, fears, and the unseen threads connecting it to the world around it.

Purpose and Duties

The Umbral Hand carries out covert operations involving threats that cannot be confronted openly. Its members safeguard secrets, uncover concealed dangers, infiltrate hostile circles, gather forbidden intelligence, and remove those whose actions threaten the balance.

Their missions may include:

- Espionage and counterintelligence.
- Infiltration of hostile organizations and hidden gatherings.
- Recovery or destruction of sensitive knowledge.
- Surveillance of suspected traitors, oath-breakers, and hidden enemies.
- Protection of secrets whose exposure would place others in danger.
- Elimination of threats that cannot safely be confronted in the open.

Though their presence is rarely acknowledged, the influence of the Umbral Hand can be felt wherever a secret is protected, a hidden danger is uncovered, or a seemingly untouchable enemy vanishes without warning.

The Blessing of the Hand

Before certain missions, chosen followers of Araknavar, Umbravix, and Noxvar gather to prepare the assigned agents. Through guarded rites, invocations, and sacred markings, the assassins may be blessed beneath the influence of all three Old Gods.

These blessings are believed to sharpen instinct, conceal passage, guide the strike, and reveal what the target has attempted to hide. Such rites are reserved for missions of exceptional

importance and are never performed before those outside the Hand.

Secret Titles

Certain members of the Umbral Hand may bear titles known only within its hidden ranks:

- **Nocturne**
- **Vindicator**
- **Darksworn**

The meaning, authority, and requirements of these titles are not disclosed beyond those entrusted with them.

The Law of Silence

“Those who know do not speak. Those who speak were never meant to know.”

Because of the clandestine nature of the Umbral Hand, its existence is not discussed openly, even among the BloodBrothers. Its missions, members, rites, and places of meeting are known only to those who have already been entrusted with that knowledge.

No written roster is displayed. No public summons is issued. No agent confirms the Hand's involvement.

To outsiders, the Umbral Hand is rumor. To its enemies, it is often recognized only after the silence has already fallen.

Revision #2

Created 2026-07-29 18:28:38 UTC by VoidLock

Updated 2026-07-29 18:33:35 UTC by VoidLock