# THE UMBRA HUNTERS TIER II

*A fallen gang, given new life and new leadership. Loyal to the Circle of Flame.*

## Faction Clocks

Gain occult knowledge from the Gondoliers (0/10).

Pursue Circle of Flame’s Goals: 0/6 (repeating).

**Turf:** The Centuralia Club (HQ). A former base in the Old Railyard in Coalridge.

**NPCs:** Thorn (gang leader, *ruthless, short-tempered, impulsive*). Wita (knife fighter, *cold, efficient, focused*) and Veronika (sharpshooter, *brash, efficient, dashing*), sisters. Stephan Roscoe (head of Club security, *calm, insecure, insightful*).

**Notable Assets:** Much of the Circle of Flame’s resources. Blackmail material on some notable Duskwall figures.

**Quirks:** Known for their distinctive uniforms: black suits with brass buttons and other brass detailing.

**Allies:** The Circle of Flame, The Bluecoats

**Enemies:** The Inspectors

**Situation:** Gang of Bravos that disappeared about seven years ago, when all of their leadership was arrested… save for one. Harvale Brogan cut a deal with the Bluecoats, gaining immunity from arrest in exchange for selling out his crew. The rest of the leadership was arrested and sent to Ironhook; all have since been killed in various gang wars within the prison’s walls (some of which were probably orchestrated by the Circle).

Harvale kept the money and the minions and now employs his former gang as muscle for the Circle of Flame. They provide security at the Centuralia Club and carry out any violence or wetwork needed by the Circle. Currently, they’re occupied with shaking down the Gondoliers for occult/arcane knowledge.