

WRITTEN & ILLUSTRATED BY

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A Bard, an Assassin, a Magus, an Acolyte, and a Thief meet inside a tavern in the corrupt city of Umber. The Bard's got a plan that can make them all rich beyond their wildest dreams, but it involves breaking into the most heavily-guarded building in Umber: the Tower of Uhlume. Emerane, the thief, doesn't want any part of this plan—she's doing fine on her own. Until she accidentally crosses the Furie, Umber's resident vigilante, who tips off the authorities to Emerane's hoard of valuables. With her stash gone, she begrudgingly joins the Bard's group as they prepare to infiltrate the tower.

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