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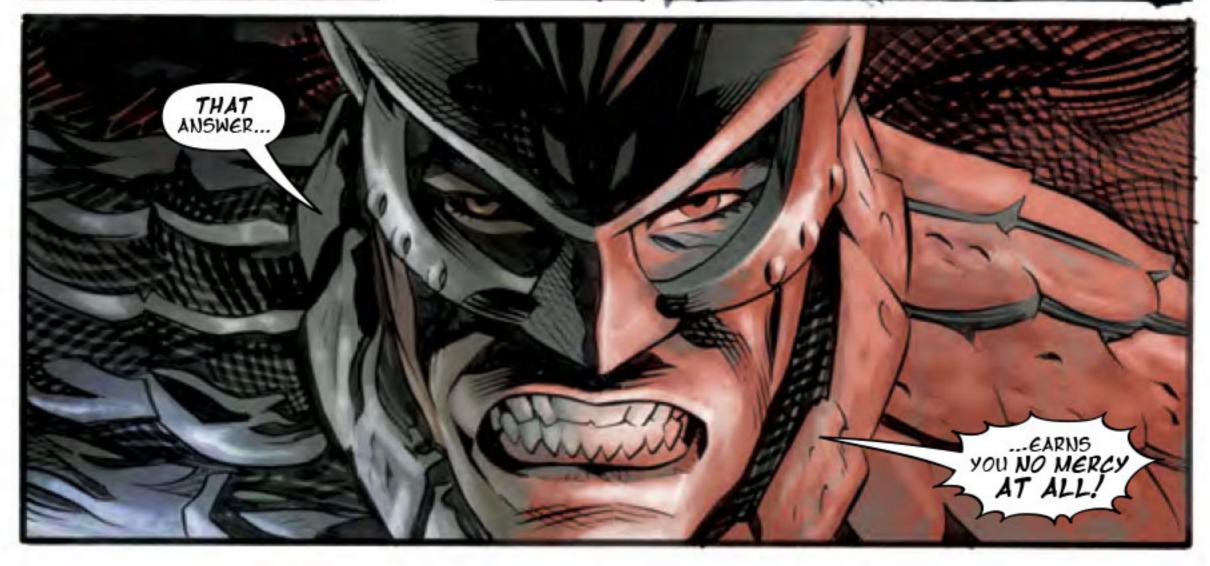


















A thief, a bard, an assassin, a mage, and a cleric walk into a bar...

It starts out like any other adventure: a grand plan to steal treasure from the mighty Tower of Uhlume, where cultists worship their death god but otherwise keep to themselves. An easy mark for the Night, Umber's greatest thief, and the rest of her companions: an old bard, a crooked mage, a lowly acolyte, and a disgraced assassin. But when they storm the tower, it's not treasure that they find. It's something much more sinister. Something that

Our would-be thieves are left with a choice. Will they save Umber, the city that doesn't care whether they live or die? The city that let the cult of Uhlume exist in the first place? Or will they escape while they can — with their lives intact?

"If you just like damn good comics, this book is for you." -The Nerdist



could destroy the whole city of Umber.

