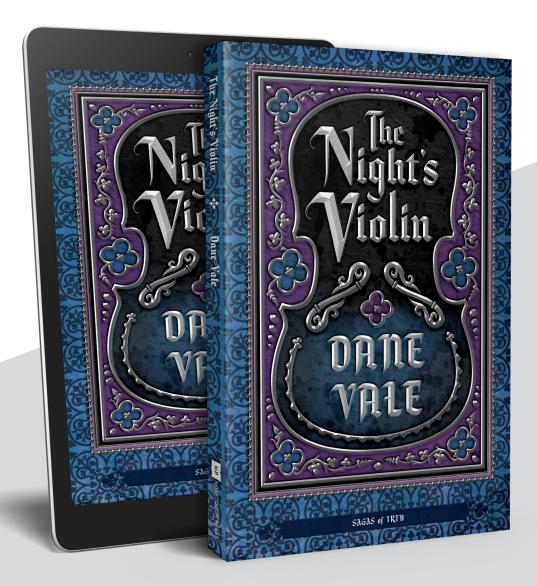
Darkness calls the tune.



Fiss'Q, swordswoman and senator of the Republic of Arokhnai, becomes embroiled in a plot to steal the fabled Night's Violin, a magical Sylvanni musical instrument of great power. On the run since using it against the Manticore's minions, the Black Bard of Valdikan turns to Fiss'O for help. Little does she know that she's being stalked by a sinister, silver-eyed Shadowmancer, a sorceress in the employ of the slavelords of the Obsidian Island. Will Fiss'Q be able to protect the troublesome troubadour, survive against the sorceress, and navigate the romantic and perilous path of heroism in the face of all but certain death?

Sagas of Irth 3

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