

Tales of Decapolis: The Four Warriors

Thirteen-year-old Samuel Peters just wants his dad to stop going on so many stupid business trips. While other teenagers would love the freedom of being alone, Sam just wants a family. And his dad is all he has. But when his dad stumbles into the house with a sword wound - a poisoned sword wound - Sam learns that his dad has been lying to him for years. To make matters worse, the doctors can't stop the poison from spreading and think he'll be dead within days. Sam is faced with the horrific possibility of being alone forever.

He vows to do whatever it takes to help his dad, including following three small gnome-like creatures through a portal in his dad's barn to the land of Decapolis. The creatures, Grinks, insist he bring his two best friends, siblings Fenton and Alexis, on their journey. Fenton and Alexis heartily agree to join Sam because of their tight-knit friendship.

Unbeknownst to Sam and his friends, the Grinks secretly send a fourth teenager to their world as well. The Grinks explain to Sam that the only person who has the ability to counteract the poison is in Decapolis. The problem is she's being held captive.

Fenton loves the adventure, even when it feels dangerous. To him, it's like he's taking part in a live-action role-playing game. Until people start dying. In contrast, the constant peril weighs heavily on Alexis, and she only wants to return home. Until she begins to feel an awareness awakening inside her that results in her wanting to lead the entire journey.

So, Sam and his friends just have to survive long enough in the dangerous world of Decapolis to make it to a heavily guarded fortress, discover a way in, free this woman, and then somehow convince her to help them. Piece of cake...right?

Along the way, Sam and his friends discover that a thousand years ago, four warriors defeated a tyrant and brought peace to the land of Decapolis. These four were prophesied to return and, with a new evil rising in their land, many believe Sam and his companions are these warriors. These crazy beliefs complicate matters for Sam and his friends. But since there's only three of them, it's easy to ignore their claims.

That is, until the other teenager shows up.

He isn't their friend.

He doesn't even want to help.

He's the school bully who has hated their guts for years.

Aimed at late middle-grade readers, *The Four Warriors* has the heart and pure adventure of Narnia, crossed with the action and pacing of Steelheart. Throw in a 13-year old version of Sawyer from *Lost* and this story has the potential to draw in even the most reluctant reader. This 64,000-word story functions as a stand-alone title, but also works as the setup for future books in the world of Decapolis. We have spent the past several years planning and crafting a continuing series. But more importantly, we have enjoyed discovering who these characters truly are, and are excited to share their stories with others.

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