



Sins Of The Cinder Prophet

Book One Of The Summerhost Saga

Blurb

A simple escort job. A stolen dwarf. A prophecy written in fire.

Anshul has spent most of his life being judged by his horns, red skin, and dangerous gift for flame. Traveling with an owlkin wizard, a good-hearted half-orc barbarian, and a halfling thief with very flexible morals is not exactly safe - but it is the closest thing to family he has ever had.

Then a cleric offers the party a fortune to escort a dwarven smith and a shipment of supplies to the struggling town of Summerhost. The pay is too good. The timing is too strange. And before they can even reach their target, a bog hag brands Anshul's mind with a prophecy of goblins, dragons, liches, ancient gods, and a mysterious Heart that must be found before the world is lost.

What begins as a desperate job on the Iron Road soon becomes a race through ambushes, burning taverns, haunted ruins, ancient magic, and the schemes of a rogue mage known only as the Cinder Prophet.

To save a kidnapped dwarf and stop the rise of the Ancient One, Anshul and his companions will have to become more than hired blades and accidental heroes.

But the deeper they go, the more Anshul fears the prophecy is not just warning him about the darkness ahead.

It may be warning everyone about him.

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Notes

Sins Of The Cinder Prophet is the first book in The Summerhost Saga, a fast-paced humorous epic fantasy packed with misfit heroes, dangerous magic, monster battles, found family, tavern trouble, and world-ending stakes.