



# THE BATTLE OF RAVEN'S POINT

MATT WHELAN

# CUSTOMER REVIEWS

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**“Charming, delightful, and sure to be a hit with reluctant readers”**

*“Kids spend so much of their lives being told what to do that getting to choose is irresistibly appealing... The plot is engaging, the setting well-described, the dangers vivid, plus the Bonus Quest at the end is a treat. The story is kid-appropriate but still entertaining for the adults.”*

**“Lots of fun for both parents and kids”**

*“My 6-year-old had grown tired of bedtime books, but this was a game changer! He loved the fact that he could choose what to do next! He’s asking about the sequel already.”*

**“An exciting, interactive book where you choose the story”**

*“Read this book twice already with my almost 8-year-old. He loved making his own route through the book and loved even more that each read had a different way.”*



**THE BATTLE OF RAVEN'S  
POINT**  
*An Adventure Quest Short*

**Matt Whelan**



# INTRODUCTION

You are Lex Riley, a merchant from the border town of Gildenbrook where a bitter war is raging between the Greycloak Rebels and the Imperial Army of King Baelin.

You were minding your own business, leading your horse-drawn cart back home, when you were caught in the middle of an Imperial raid near a rebel stronghold.

The soldiers, believing you to be a Greycloak, put you under arrest and are now taking you, along with ten other prisoners, to

Raven's Point, an Imperial fort in the mountains.

Once there, your fate will be decided. If you cannot prove your innocence, or somehow escape, you could spend the rest of your life rotting away in an Imperial dungeon and never see your family again.

Are you ready to accept this quest?

If yes, go to **[1]**

If no, close the book.

# [1]

The bitter mountain air whips at your face. You shiver with the other prisoners who are huddled together in the open-top cart, which is being pulled by two horses on the bumpy highland roads.

Your wrists are tightly bound with rope. You have spent the last three hours trying to get them loose, but it is no good.

“Here we are,” says one of the prisoners, who is wearing the distinctive armour and grey cloak of a rebel soldier. “Raven’s Point.”

You crane your neck and can make out, through the gaps in the

trees, the stony walls and turrets of this remote, inhospitable fort.

The large iron gates slowly open to allow the cart full of prisoners into the fort and, with a loud clang, they slam shut behind you, sealing you within the high walls.

An Imperial soldier in gleaming armour opens the back of the cart. A double stripe on his shoulder plate marks him as being in charge.

“Prisoners, step out of the cart and line up against that wall.”

You do as he commands and line up with the other prisoners. The soldiers talk to one another. In the distance, you hear a raven caw.

You whisper to the prisoner next to you and ask him what is going to happen next.

“This is where they decide what to do with us,” he answers gruffly. “But, believe me, you won’t like the options.”

You look around. There are at least fifteen armed soldiers, all wearing armour. Ten have swords and shields. The other five are armed with bows and arrows. You assume there are more still inside the fort.

If you want to talk your way out of this situation, go to **[7]**

If you want to take this opportunity to make a run for it, go to **[12]**



If you want to go along with things and wait for a better opportunity to escape, go to **[18]**

## [2]

The other prisoners run for it. You stand still, waiting to see what happens.

The battle continues as the gryphon-rider casts a torrent of fire spells on the fort.

Most of the archers have fallen and the soldiers desperately try to recover their bow and arrows. This is the only chance they have to bring down the flying beast.

A wayward fireball crashes into the wall of the fort right above your head. With a deep boom, large chunks of rock go flying in all directions, many raining down upon you.

You start to run but it is too late.  
The shower of rubble comes  
down upon your head.

Everything goes dark.

Your adventure ends here.

## [3]

You nock an arrow and draw back the bowstring as the group of ragged prisoners approaches.

You step in front of Olivia, who is unarmed, and tell the men to stand back.

“You don’t frighten us,” says the prisoner who appears to be the leader. He takes another step forward.

You give the man a final warning.

He takes another step. You release the arrow and the man falls to the ground. The others rush you.

Before you can get another arrow out of your quiver, one of the men brings a wooden club down on your head.

Everything goes dark.

You wake up in one of the prison cells. The rusty gate is locked. In the cell opposite, you see Olivia, also locked in.

There is no sign of the escaped prisoners and the guards never come back.

Your adventure ends here.

## [4]

You tell Olivia to stay as still as she can. Perhaps the wizard has not spotted you.

The gryphon swoops closer and, when it reaches the wall of the fort, the rider forces the creature into a hover. The air from the gryphon's beating wings blows against your face and hair. You do not doubt the wizard has seen you.

He raises his staff again. You nock an arrow in your bow but this time the distance is greater. Your arrow misses the target. His fireball doesn't.

Your adventure ends here.

## [5]

You tell the woman you would prefer to take your chances escaping via the walls, rather than through the caves.

“Very well,” she says. “Then follow me.”

You chase after the woman as she weaves in and out of soldiers, archers, flaming carts and enormous pieces of rubble. Looking up onto the walls, you see Greycloak invaders fighting against the Imperial troops.

All around, the sounds of the battle rage on. The clash of steel on steel and the roar of people shouting is occasionally

interrupted by a deep boom from a fireball.

The woman leads you to the door of a vast tower. You open the door and both duck inside, slamming it shut after you.

“I’m Olivia, by the way,” she says. “And what might I call you?”

You introduce yourself and explain how you came to be at Raven’s Point.

“That’s terrible,” Olivia says. “It is always innocent people who suffer the most in war.”

You head for the huge spiral stairway leading upwards. It is quite a long way to the top.

When you reach the halfway point, you find yourself directly



level with a gaping hole in the tower's wall. Suddenly, a large shape fills the hole.

It is the gryphon, flapping its giant wings. Without taking a moment to even check who you are, the wizard riding it aims the top of his staff at you. Flames swirl around the tip as he conjures his spell.

If you picked up the bow and arrow earlier, go to **[11]**

If you picked up the sword and shield earlier, go to **[19]**

## [6]

You raise a single finger to your lips, to show Olivia that you need to be silent, and begin tiptoeing towards the cave mouth.

To escape, you must get uncomfortably close to the bear's den. Your only hope is that you can be silent enough not to wake the bear from its slumber.

One light step at a time, you creep past the bear and its young. You are so close and can hear the rumbling of the bear's breathing.

*Snick!*

Olivia has kicked a stone by accident. The bear grumbles.

“Run!” Olivia shouts.

You both break into a run as the bear roars behind you. The sword and shield are weighing you down. You toss them to the side so you can run even faster.

You look over your shoulder and see the bear pursuing, taking huge strides.

You run onwards until you make it out of the cave mouth and into the crisp, open air. You are now both running full speed along a grassy field.

You dare to glance over your shoulder and see that the bear has not left the cave mouth. It clearly does not want to leave its young unattended.

You and Olivia keep running until your lungs give out. You both collapse in a heap and get your breath back.

“We made it!” Olivia laughs.

You ask her what’s next.

“Well—” she says between breaths. “There is a small village – called Cadslow – next to the river – at the bottom of the valley – I suggest we head there – and make our way home.”

You look back towards the mountains and see trails of black smoke rising from the smouldering ruin of Raven’s Point, and wonder if the battle is still raging.

Go to **[20]**

## [7]

You step forward and plead your innocence to the high-ranking soldier.

He draws his sword from his scabbard and marches over to you.

“Get back against the wall, this instant!”

You do as he instructs, but explain how you were caught up in the battle and that you are not a Greycloak rebel.

“My scouts inform me you were supplying the enemy with goods,” he barks. “That puts you on their side.”

You explain you are a simple merchant selling your goods and that you were not supplying either side.

“That’s enough from you!” shouts the soldier. “Keep your mouth shut until the captain gets here, or I will shut it for you.”

The soldier steps back and resumes his conversation with the other.

If you want to take this opportunity to make a run for it, go to **[12]**

If you want to go along with things and wait for a better opportunity to escape, go to **[18]**

## [8]

There is no time to even think about it. You grab Olivia by the shoulder and tell her to jump.

You plant your feet on the ground, keep your eyes firmly on the soft hay, and leap with all your might to clear the wall.

As you fall down towards the hay, there is a deep thump as a fireball makes contact with the fort's wall. A shower of rocks, rubble and Imperial soldiers rains down around you.

You crash land on a hay bale, bounce off, land on another one and come to a stop. The wind is knocked out of you, and your

head is dizzy, but you are not injured.

You find Olivia, who, apart from landing in a pile of horse dung, is also alive and well.

You laugh out loud, partly with relief, and partly at seeing your companion covered in manure.

“Oh, very funny,” she says, trying to wipe the horse dung off her dress. She smiles, but her expression turns serious as she looks up at the sky. “Come on! To the forest. We have to get under cover of the trees.”

You agree and break into a run.

Without stopping, you head into the forest where the land slopes ever downwards. The further



you get into the forest, the safer you are from the gryphon-rider.

Eventually, you both collapse in a heap and get your breath back.

“We made it!” Olivia laughs.

You ask her what’s next.

“Well—” she says between breaths. “There is a small village – called Cadslow – next to the river – at the bottom of the valley – I suggest we head there – and make our way home.”

You look back towards the mountains and see, through the gaps in the trees, trails of black smoke rising from the smouldering ruin of Raven’s Point.

Go to **[20]**

## [9]

You draw an arrow from your quiver and nock it in your bow but it is too late. Before you can even draw back the bowstring, the gryphon-rider has already cast his fire spell.

You release the arrow at the same time the fireball hits the wall, which explodes into huge chunks.

You, Olivia and the Imperial soldiers are sent flying in all directions like rag dolls.

As you topple towards your doom, you wonder if your arrow hit its target.

Your adventure ends here.

## [10]

The battle continues as the gryphon-rider casts a torrent of fire spells on the fort.

You make a run for it.

Most of the archers have fallen and the soldiers desperately try to recover their bow and arrows. This is the only chance they have to bring down the flying beast.

Huge explosions boom and large chunks of rock from the fort come crashing down all around you.

You spot the blade of a sword, half-buried under a giant chunk of stone. You dash over to it and use the sharp edge to cut the rope bonds which are binding your

hands together. With a satisfying snap, the bonds come loose and your hands are free. It feels good to be able to use them again.

Looking around, you see a variety of weapons lying about. To the left, you see a fallen soldier. Next to him, a one-handed sword and a shield lie on the ground.

To the right, you see an archer's longbow and a quiver of arrows.

Will you take the **sword and shield** or the **bow and arrows**?

*Remember your choice.*

Armed with your new weapon, you try to find a way out of the carnage.

You come across an upturned cart and see a woman trapped

underneath, a single hand extending out from a small gap.

You run over to her and, with all your might, lift the cart up, making the small gap wider. She crawls out of the space you have made and, once she is clear of it, you drop the cart back down.

“Thank you,” she says, panting. She is not wearing armour, but you see the Imperial crest on her dirt-stained blue dress. Her brown hair is matted and her face is dirty, but she doesn’t look injured. She must work here at the fort. “We need to get out of here.”

You ask her if she knows a way you can both escape together.

“There are two ways,” she says, looking around fearfully. “If we go up one of the archery towers, we should be able to get out onto the wall of the fort. From there we can find a way down the other side.”

You ask what the alternative is.

“There are dungeons below here which lead to a system of caves. If we follow the caves, they will eventually bring us out to the valley on the other side of the mountains.”

If you want to escape via the walls of the fort, go to **[5]**

If you want to escape via the caves, go to **[15]**

## [11]

There is no time to run. As quickly as you can, you nock an arrow into your bow and take aim.

You release the arrow and it strikes the gryphon-rider in the shoulder. The impact of the arrow causes him to jolt back, and his spell fires upwards harmlessly.

With his free hand, he seizes the reins on the gryphon's neck and pulls sharply, causing the creature to wheel into the air and out of sight.

"Come on!" shouts Olivia. "He will be after you for that. Let's go, while we can."

You run to the top of the steps and out through a wooden door. The chilly mountain air hits you.

As Olivia said, you are now on the outer walls of the fort. To your right is the courtyard and, to your left, the steep mountain pass on which the fort is built. There is no safe way down from here.

Ahead, Greycloak rebels fight it out with the Imperial soldiers. You look to the mountains and see the instantly recognisable shape of the gryphon swooping back towards you.

If you want to stay where you are and hope that you are not attacked, go to **[4]**

If you want to run amongst the fighting soldiers, go to **[16]**



## [12]

Satisfied that the prisoners are under control, the soldiers continue to talk among themselves.

“Go to the fort and tell the captain the prisoners have arrived.”

“Yes, sir.”

As the other soldier walks off into the distance, you take the opportunity to make a run for it.

There is shouting as the soldiers quickly realise what you are up to. One turns around to stop you, but you throw all your weight into him with a shoulder barge. The man topples over, weighed down by his armour.

You continue running to the edge of the fort, but it is no good. The gate is locked, there are no gaps in the wall and, with your hands bound, there is no way you can climb up.

You hear a shout from behind you, “Archers, ready.”

You turn around to see all five archers with bowstrings drawn, aiming for you.

“Fire!”

This is the last word you ever hear.

Your adventure ends here.

## [13]

You decide it is too risky to sneak past the bear. You pick up a rock and hurl it deep into the cave. It clacks loudly against the cave wall.

The bear wakes up and roars. It pads angrily over to where the noise came from, but stops. It seems torn between investigating the noise and staying near its cubs. Eventually, it heads back to its den to protect its young.

It sniffs the air and pads closer to you and Olivia. It sniffs the air again. It won't be long before it finds you.

“Run!” Olivia shouts and she bursts towards the cave mouth.

The bear swipes at her but misses. Olivia just about squeezes past, but now the bear is coming for you. It raises a giant paw to strike. You raise your shield and are knocked back as the power of the bear comes crashing down on you.

You stumble and fall. The bear is growling and foaming at the mouth.

You realise that you have made a terrible mistake.

Your adventure ends here.

## [14]

Despite your objections, they march you over to another horse-drawn cart, which is destined for the city of Keroshi. A large city, many miles into Imperial territory, where you will spend the rest of your life rotting in their dungeons.

You line up behind the other prisoners who, one by one, climb aboard the cart.

Suddenly, there is a general commotion. You look around and see both prisoners and soldiers looking up into the sky. You raise your head as a large, winged

shape swoops down and lands on top of one of the fort's turrets.

You cannot believe your eyes. It is a gryphon. A creature you have only ever read about in stories. Half giant eagle and half lion, this majestic creature grips the edge of the turret with its huge talons. On its back is a man wearing flowing red robes and carrying a staff. Behind him, the grey cloak of the rebels billows in the wind.

You hear murmurs of hope from your fellow prisoners.

“Release the prisoners!” comes the deep, booming voice from the man riding the gryphon.

“Archers!” commands the captain.  
“Take him down.”

The archers, as one, fire a barrage of arrows at the gryphon. The rider casually waves one hand and sends out a fiery curtain of flames which engulfs the arrows, leaving him and his gryphon unharmed.

“That was foolish, captain,” says the gryphon-rider. “Now you will all be destroyed.”

The man in the red robes raises his staff. The end is dancing with flames. A bright flash sends a large fireball hurtling towards the archers. When it hits the ground, it erupts into flame. You feel the shock of the impact in the soles of your boots and see the archers go flying in all different directions.

Chaos descends on the fort at Raven's Point. More archers emerge from within the buildings. Soldiers run around gathering weapons. More fireballs crash down into the courtyard, sending dirt and bits of debris flying in all directions.

Nobody is guarding you anymore.

If you want to wait around and see what happens next, go to **[2]**

If you want to use this opportunity to escape, go to **[10]**



## [15]

You tell the woman you would prefer to take your chances escaping via the caves, rather than the wall.

“Very well,” she says. “Then follow me.”

You chase after the woman as she weaves in and out of soldiers, archers, flaming carts and enormous pieces of rubble.

Looking up onto the walls, you see Greycloak invaders fighting against the Imperial troops.

All around, sounds of the battle rage on. The clash of steel on steel and the roar of people shouting is

occasionally interrupted by a deep boom from a fireball.

The woman leads you to a small building with a low roof. Steps lead down to a large set of double doors. You both enter the building and close the doors behind you, shutting out the sounds of battle.

“I’m Olivia, by the way,” she says, gasping for air. “And what might I call you?”

You introduce yourself and explain how you came to be at Raven’s Point.

“That’s terrible,” Olivia says. “It is always innocent people who suffer the most in war.”

Together, you walk through the cold, damp dungeons. Muffled

explosions from above shake the roof and bits of masonry dust fall down onto your heads.

On either side of the corridor are cramped prison cells, each one with a rusty gate. All the gates are wide open.

“Wait a minute,” says Olivia. “The prisoners. Where are they?”

A croaky voice from the darkness makes you both jump. “We escaped, didn’t we, lads?”

There is a murmuring of agreement and five shadowy figures emerge from the darkness. They are dressed in rags, but each one is carrying a wooden club, presumably taken from the prison guards.

“And what have we here then, eh?” he continues. “Imperial lackies?”

You and Olivia try to explain who you are, but the prisoners don't seem interested. They continue to advance towards you.

If you picked up the bow and arrow earlier, go to **[3]**

If you picked up the sword and shield earlier, go to **[17]**

## [16]

You run along the walls of the fort and into the centre of the fighting. You have to duck, dodge and jump to avoid the swipes of the swords and the flying arrows.

The unmistakable shape of the gryphon swoops down and hovers near the wall. It appears that the wizard rider has spotted you but does not want to cast a fire spell which may hurt his own troops. Instead, he keeps the gryphon in a hover. The air from its huge beating wings blows against your face.

“Look! Down there!” Olivia shouts over the sounds of the battle. She

is pointing to something on the ground on the other side of the wall.

You look over the edge and see a small stable yard which is right up against the outer wall of the fort. There are stacks and stacks of hay.

“As long as we land in the hay, we could jump,” she says, although she does not look totally convinced.

You are aware that the surrounding fighting has stopped. The Imperial defenders have beaten the Greycloaks in the small skirmish on the wall. You realise that this means there is now nothing stopping the gryphon-rider from attacking.

You look up and see him charging up his staff with another fire spell aimed directly at you.

If you want to jump off the wall and try to land in the hay bales, go to **[8]**

If you want to fire another arrow at the gryphon-rider, go to **[9]**

## [17]

You step in front of Olivia, who is unarmed, and tell the men to stand back.

“You don’t frighten us,” says the prisoner who appears to be the leader. He takes another step forward. The others begin to circle around you.

You have no formal combat training, but you used to spar with your father growing up. The prisoners have numbers on their side, but you are armed with the better weapon.

The lead prisoner takes a pretend lunge at you, perhaps to see what you will do. You stand still, shield



raised to protect you and sword ready to strike.

He comes at you again, this time swinging his club towards your head. You block the blow with your shield and swing at him with your sword. The swipe misses.

As the weight of your sword pulls you downwards, he strikes again, but you were expecting this. You bring the sword up in a backswing just as his wooden club comes down. The impact sends the club flying out of his hand.

With your other arm, you bring your shield up and bash it into his head, sending him flying across the dungeon floor.

Seeing their leader beaten so easily, the others begin to scatter.

The prisoners run past you and the leader scampers after them, leaving you and Olivia alone. Their footsteps echo in the distance.

“Come on, let’s get out of here,” says Olivia.

You venture deeper into the dungeons. The distant fighting can still be heard from above. There is a deep rumble and the ceiling of the dungeon starts to crumble.

You shout for Olivia to run. Huge chunks of masonry fall down and block the way you have come. You hope that Olivia is right about there being a way out of here.

You go deeper until the dungeon walls give way to rough rock. The

air gets cooler, less stale, and you realise you are now in the caves.

You fumble around in the dark until you reach a place where a single shaft of sunlight brightens the surroundings.

Olivia gasps and points. “Look! Is that... a bear!?” she whispers.

Lying on the ground is a giant brown bear. Near the bear in a bed of leaves and straw are three bear cubs. They are all sleeping.

If you want to sneak past the bear, go to **[6]**

If you want to create a distraction to make the bear leave the area, go to **[13]**

## [18]

You wait quietly with the other prisoners. Eventually a soldier, with a blue plumed helmet, approaches the line of prisoners.

He takes his helmet off, revealing a tough face framed by a grey beard and short hair.

“This one?” he asks gruffly, pointing to a man at the start of the line.

“He was part of the rebel ambush, sir. He fought against our men.”

“Send him to the dungeons in Keroshi. Next?”

One by one, the captain issues punishments to each prisoner. He stops in front of you.

“What about this one? He’s not wearing a rebel uniform.”

“Ah, yes, he was caught with a horse-drawn cart full of supplies for the rebels.”

“Pah!” the captain spits. “If you supply the rebels, you are as bad as they are. Send him to Keroshi.”

You try to argue, but you are immediately silenced and made to return to the wall.

Go to **[14]**

## [19]

The gryphon-rider launches a fireball at you. You step in front of Olivia and raise your shield.

The impact of the fireball sends you both crashing down the stone steps. You eventually stop rolling and land in a heap at the bottom.

Another fireball strikes the tower and huge chunks of stone blocks and flaming wood rain down upon you both.

Your adventure ends here.

## [20]

You have done it! You escaped from the Battle of Raven's Point and are no longer an Imperial prisoner.

You and Olivia travel to the small village of Cadslow. You both enjoy a hearty meal at the Riverbend Inn and pay for rooms for the evening. You have a deep sleep in a good bed.

The following morning, you accept a ride on a horse and cart headed to your hometown of Gildenbrook, where you are reunited with your family.

## **THE END**

# THE ADVENTURE CONTINUES...

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# EXCERPT FROM BOOK 1: *THE TOWER OF MELGOTH*

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Melda draws her bow and nocks an arrow in place. You do the same. She gives you a nod and together you jump around the corner.

Melda releases her arrow and, before you can even take aim, she fires another one. Both of her arrows hit their targets and two guards drop to the ground. You aim for the third one and fire, but you have taken too long, and the guard dodges your arrow.

He is now running at you with his sword drawn. Melda fires a third

arrow, but it bounces off his metal helmet. It knocks him off balance but he keeps running. He is now stumbling towards you, sword raised.

If you want to escape, go to **[32]**

If you want to use the fact that the guard is off balance to your advantage, go to **[15]**

**EXCERPT FROM  
BOOK 2: *ESCAPE  
FROM BLACKROCK  
ISLAND***

---

You inform the crew that Hadwin will be kept as a prisoner and remain on board. This news is greeted by various mutterings from the crew. Some nod, others grumble, and a few clusters of people talk among themselves, most notably Estella, Todd and Hendrick.

For hours, you sail onwards towards Blackrock Island. You observe the crew, as there are a few whom you still do not trust.

One by one, Estella, Hendrick and Todd disappear from view. You follow them and see that they have gone inside your cabin.

You open the door and find that the three have untied Hadwin. All but Hadwin are armed with cutlasses.

If you want to attack the four of them, go to **[55]**

If you want to shut the door and alert the crew, go to **[69]**

**EXCERPT FROM**  
**BOOK 3: *THE LOST***  
***CITY OF TANARIS***

---

You tell Jacob that you must get back to the treasure room before the Baron finds the Jade Idol.

At the bottom of the steps, you search the clothes of the unconscious Butch and find the Spirit Stone necklace. It seems to gleam unnaturally, as if it contains its own light from within. You put it in your pocket.

You head back the way you came and eventually reach Fornas's cell.

“Did you retrieve the Spirit Stone?” she asks calmly as you approach.

“Yes,” says Jacob. “But we, ah... Forna, I am truly sorry. Butch threw the key in a pit of lava; we can’t get you out of the cell.”

“That is okay, just hand me the Spirit Stone. I can take care of the rest.”

If you want to keep hold of the Spirit Stone for now and head to the treasure room, go to **[16]**

If you want to hand the Spirit Stone to Forna, go to **[37]**

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## ABOUT THE AUTHOR

Matt Whelan grew up near Chester, north-west England.

At the age of ten, his father handed him a copy of *The Lord of the Rings*, which he spent the next two years reading (with the help of a dictionary). This kicked off a long-lasting love of the fantasy genre.

Wanting to share this passion with his own children, he created an interactive fantasy adventure which was accessible to his six-year-old son and hence *Adventure Quest* was born.

When not writing, he can be found spending time with his wife and two young children or throwing a ball for his dog, Neo.

