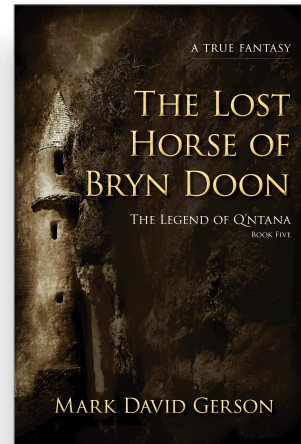
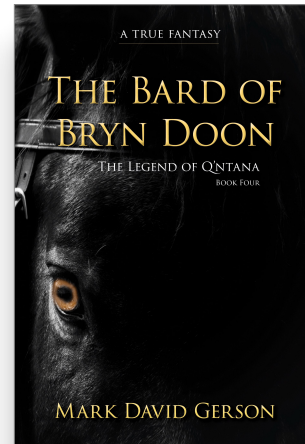
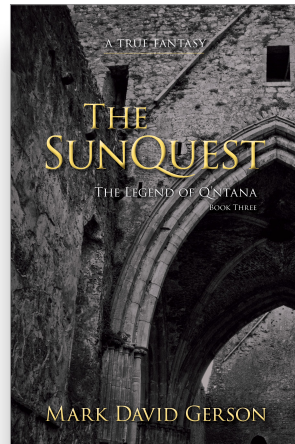
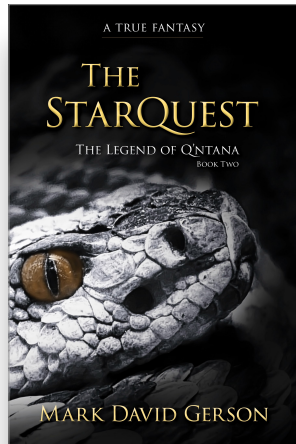
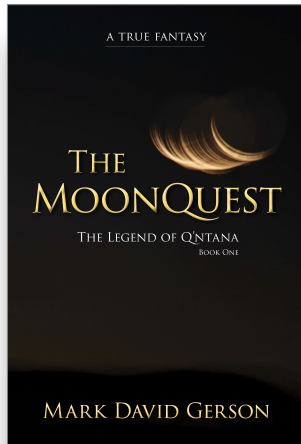


THE LEGEND OF Q'NTANA

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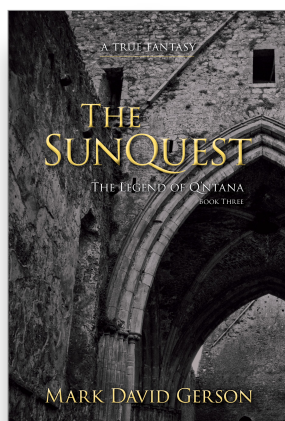


In a land where fear rules and storytelling spells death, can one bard's imagination end the tyranny?

Turning his back on king and family and with stories as his only guide, a reluctant Toshar is thrust onto a perilous, uncharted journey to restore hope to a savaged land and light to its darkened moon.

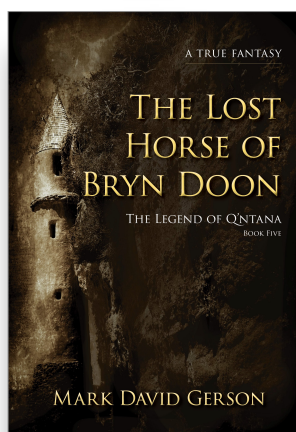
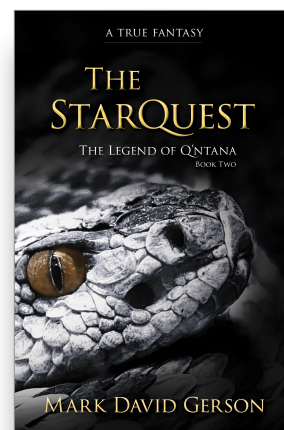
The Startling Sequel to *The MoonQuest*!

Travel back in time to the Q'tana before *The MoonQuest*. Here, despite the yoke of a ruthless brutality, a legend will not die...of the Heart of the Star and of the Fair One who will rekindle it to return peace to the land.



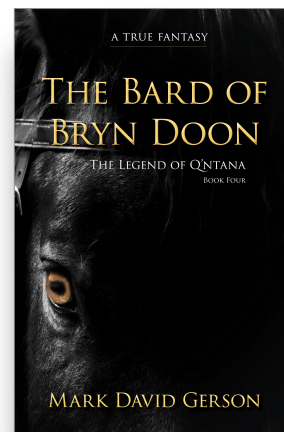
Two Men. A Single Destiny.

When Q'tana's first Elderbard dies, he cannot know that he will be called back from the stars centuries later to challenge the fallen Dreamwalker whose evil has terrorized the land for generations. As the two bitter rivals face off in a battle of wits and will that only one can survive, whose vision will triumph?



A Gripping Journey into the Power of Storytelling!

When his remote village is destroyed and his family exiled, a young bard is thrust onto a perilous journey to save Q'tana from the designs of an evil sorcerer and to return the fabled Stallions of Bryn Doon to their mystical home. Only his stories can save them!



The Q'tana saga continues with an exciting new installment!

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MARK DAVID GERSON & THE LEGEND OF Q'NTANA



MARK DAVID GERSON is the award-winning author of more than 20 books, including popular works for writers, compelling memoirs, inspirational self-help titles and two fiction series, *The Sara Stories* and *The Legend of Q'ntana*, on its way to theaters as a series of epic films based on his screenplays.

The Legend of Q'ntana was born during a 1994 writing workshop that Gerson was facilitating in Toronto. "I rarely write while I'm teaching," Gerson explains, "but that evening, a little voice — the voice of my Muse, I suppose — urged me to do the exercise I had just given my students."

The resulting vignette, about an odd-looking man atop an even odder-looking coach pulled by two oddly colored horses, would become the opening scene of a fantasy tale he knew nothing about and had never planned to write.

"Some time after I finished that first draft," he continues, "I sensed that two more books would follow what was now *The MoonQuest*, to be titled *The StarQuest* and *The SunQuest*. But I had no clearer idea of how those stories would unfold than I'd had of *The MoonQuest*'s."

If Gerson completed the first *MoonQuest* draft in less than a year, *The StarQuest* stymied him for more than a decade. It would take 11 years and two false starts before he could complete its initial draft. *The SunQuest*, by contrast, spilled out of him in a record three weeks.

Believing the series to be complete, he dubbed it "The Q'ntana Trilogy," only to be proven wrong 15 years later when the first of the *Bryn Doon* stories urged itself through him.

"I woke one morning certain there was to be a fourth book, but I couldn't imagine how that could be possible," Gerson explains. "In my mind, *The SunQuest* had wrapped up the series. How could there be more to the story?"

Somewhat skeptically, he sat down to sketch out an opening scene. And when the protagonist insisted that "there's more to every story," quoting one of *The MoonQuest*'s characters, Gerson knew the *Q'ntana* saga had to continue...with not one more book but three. At least.

When *The MoonQuest*'s first edition was released in 2007, Gerson was often asked whether he had written it as a metaphor for the then political situation in the U.S. "I wish I could claim to be that prescient," he laughs. "I simply told the story that urged itself through me."

Gerson was, in fact, prescient: Readers around the world continue to find echoes of their own national situation in Q'ntana's dystopian world, a world where dreams, vision and storytelling are outlawed and where dreamers, visionaries and storytellers have been exiled or put to death.

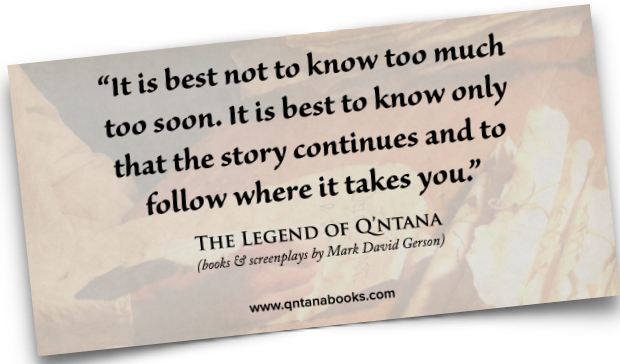
The *Q'ntana* stories also speak to many at an intensely personal level, reminding us of the power of giving voice to our stories and of the danger of giving in to fear. In fact, for Gerson, who had been creatively blocked for decades, *The MoonQuest*, his first novel, would mark his own creative awakening.

More than an author, playwright and screenwriter, Mark David Gerson is also an acclaimed writing coach and "creativity catalyst." Through his talks, workshops and one-on-one coaching, he inspires writers and non-writers alike to access their innate creativity and get their stories onto the page with ease, a journey launched for him in many ways by *The MoonQuest*.

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TRIVIA FROM THE LEGEND OF Q'NTANA



- My inspiration for *The MoonQuest* was a tarot card — “The Chariot” from Courtney Davis’s *Celtic Tarot* deck — drawn as part of a Toronto writing workshop I was facilitating in 1994.
- I moved to Nova Scotia in late 1994, where I wrote most of the first two drafts of *The MoonQuest* — longhand.
- I didn’t know *The MoonQuest*’s title until about a third of the way through my first draft.
- I had never written (or attempted) a novel until *The MoonQuest*, nor had I ever attempted a screenplay until I adapted *The MoonQuest* for the screen.
- I might never have had the guts to write that first draft of *The MoonQuest* had I known I was penning a metaphor for my own creative journey.
- I never plan, plot or outline any of my books. With each of the *Q’ntana* novels, I discovered the stories only as I wrote them, sometimes not knowing from one sentence to the next what was about to happen! For example, no one was more surprised than I by the ending of *The StarQuest*.
- Certain key elements of *The MoonQuest* only made sense to me when I wrote *The SunQuest* more than a decade later. Other elements, like the origins of the black stallions ridden by the brutal King’s Men, didn’t reveal themselves to me until partway through *The Bard of Bryn Doon*...in Anderson, CA during a 2019 road trip.
- I named my dog Kyri, after a key secondary character in *The MoonQuest*.
- It took me 11 years to write a first draft of *The StarQuest*, but I wrote the first draft of *The SunQuest* in three weeks, as part of NaNoWriMo (National Novel Writing Month).
- I wrote *The MoonQuest* screenplay from a polished, nearly final draft of the novel; I wrote *The StarQuest* screenplay from a rambling, chaotic first draft of the novel. I wrote *The SunQuest* first as a screenplay. I started *The Bard of Bryn Doon* as a screenplay, but started it again as a novel about a third of the way through. I completed the screenplay only after having completed the novel.
- When I was writing *The MoonQuest* screenplay, I couldn’t find a book on screenwriting that wasn’t focused on rules and structure. So I wrote my own: *Organic Screenwriting: Writing for Film, Naturally*.
- The worlds of *The MoonQuest*, *The SunQuest*, *The Bard of Bryn Doon* and *The Lost Horse of Bryn Doon* have two suns; the world of *The StarQuest*, only one — even though it’s the same world!
- The k’nra, a racoon-like creature that appears in several of the stories, was inspired by a real-life, orphaned baby racoon, which sat on my lap while I worked on the second draft of *The MoonQuest*.
- I adapted an emotional meltdown I experienced while hiking in Nova Scotia’s Blomidon Provincial Park and gave it to Toshar, the main character in *The MoonQuest*.
- A tidal marsh near my second Nova Scotia home inspired *The MoonQuest*’s deadly, fetid swamp.
- A sixth *Q’ntana* book is in the works: *The Sorcerer of Bryn Doon*., with another group of three likely to follow.
- The *Q’ntana* film project was born during an Albuquerque book signing for *The MoonQuest*, when the CEO of what is now Southern California’s 244 Media Group bought a copy of the book.

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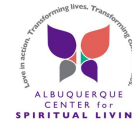
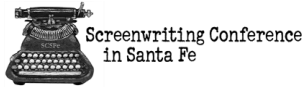
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