

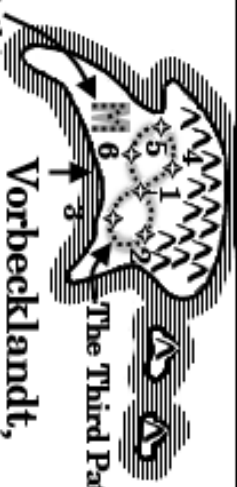
# QuestWorld

The World of ENDLESS QUEST  
& TSR Gamebooks

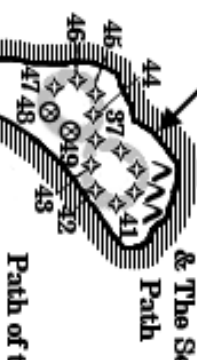
- Sites located on planet QuestWorld
- ◇ Alternate World Gate to another planet
- ⊗ Inoperative World Gate

The Path of Marvels

The Third Continent

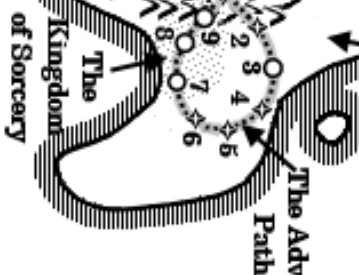


J'Rabea, The Second Continent & The Second Path



Supernal, The Advanced Continent

The Autoduel Archipelago



The Path of Amazing Stories

The Amazing Islands (labyrinths)



Path of the Heart



The Sniper! Archipelago

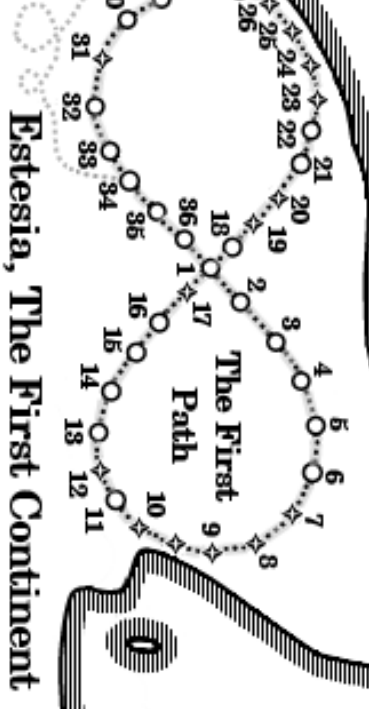


Path of the Mirrorstones



The First Path

Estesia, The First Continent



## The Many Paths of QuestWorld...Pick-A-Path to Adventure!

**The First Path** (Jun 1982 to Mar 1987):

1. *Dungeon of Dread.*
2. *Mountain of Mirrors*
3. *Pillars of Pentegarn*
4. *Return to Brookmere*
5. *Revolt of the Dwarves*
6. *Revenge of the Rainbow Dragons*
7. Alternate World Gate to New York City, Planet Earth, date: May 1983—*Hero of Washington Square.*
8. Alternate World Gate to Planet Voltturnus, in the Zebulon System, Frontier Sector, in the Great Spiral Galaxy—*Villains of Voltturnus.*
9. Alternate World Gate to the Morton Electronics Company, on the west side of town, somewhere between Los Angeles and New York, Planet Earth, date: July 1983—*Robbers and Robots.*
10. Alternate World Gate to the Domain of Greyhawk, Planet Oerth—*Circus of Fear.*
11. *Spell of the Winter Wizard*
12. Alternate World Gate to Gamma World / 24<sup>th</sup> Century Earth—*Light on Quest's Mountain.*
13. *Dragon of Doom*
14. *Raid on Nightmare Castle*
15. *Under Dragon's Wing*
16. *The Dragon's Ransom*
17. Alternate World Gate to Planet Gran Quivera, in the Prenglar System, Frontier Sector, within the Great Spiral Galaxy—*Captive Planet.*
18. *King's Quest*
19. Alternate World Gate to the Hyborian Age of Planet Earth, circa 10,000 BC—*Conan the Undaunted.*
20. Alternate World Gate to the Hyborian Age of Planet Earth, circa 10,000 BC—*Conan and the Prophecy.*
21. *Duel of the Masters*
22. *The Endless Catacombs*
23. Alternate World Gate to the island nation of Nippon, in Planet Earth—*Blade of the Young Samurai.*
24. Alternate World Gate to Planet Artule, in the Frontier Sector, within the Great Spiral Galaxy—*Trouble on Artule.*
25. Alternate World Gate to the Hyborian Age of Planet Earth, circa 10,000 BC—*Conan the Outlaw.*
26. Alternate World Gate to East Africa, City of Thebes (replica) in the Valley of the Pharaoh, within the mountain country south of Abyssinia, in 20<sup>th</sup> century Earth—*Tarzan and the Well of Slaves.*
27. *Lair of the Witch*
28. Alternate World Gate to post-apocalyptic Louisiana, Gamma World / 24<sup>th</sup> Century Earth—*Mystery of the Ancients.*
29. *Tower of Darkness*
30. *The Fireseed*
31. Alternate World Gate to East Africa, 20<sup>th</sup> Century Earth—*Tarzan and the Tower of Diamonds.*
32. *Prisoner of Elderwood*
33. *Knight of Illusion*
34. *Claw of the Dragon*
35. *Vision of Doom*
36. *Song of the Dark Druid*

**Path of the Fantasy Forest** (Oct 1983 to Oct 1984):

1. Alternate World Gate to the Two Trees at the entrance to the Kingdom of Fantasy Forest, in Michael Gray's World of Motherland—*The Ring, the Sword, and the Unicorn.*
2. Alternate World Gate to the Town of Mountainhome, within the Fantasy Forest, in Michael Gray's World of Motherland—*Ruins of Rangar.*
3. Alternate World Gate to Molly's and Garth's farms, within the Fantasy Forest, in Michael Gray's World of Motherland—*Shadowcastle.*
4. Alternate World Gate to Amy's father's inn, within the Fantasy Forest, in Michael Gray's World of Motherland—*Keep of the Ancient King.*
5. Alternate World Gate to Meg's village, within the Fantasy Forest, in Michael Gray's World of Motherland—*Dungeon of Darkness.*
6. Alternate World Gate to Planet Nedram, in the Frontier Sector, within the Great Spiral Galaxy—*Star Rangers and The Spy.*
7. Alternate World Gate to Mary's house in Planet Earth date: July 1984; then to the pink-skied Kingdom of Perlon within the dimension of Faerie; the fey parallel of the Kingdom of Fantasy Forest—*Castle in the Clouds.*
8. Alternate World Gate to the SOLAR Star Station, Frontier Sector, within the Great Spiral Galaxy—*Star Rangers Meet The Solar Robot.*
9. Alternate World Gate to Mythic Greece, Planet Earth, 13<sup>th</sup> or 12<sup>th</sup> century BC—*Jason's First Quest.*
10. Alternate World Gate to Andru and Flaze's cottage, within the Fantasy Forest—*The Lost Wizard.*

**Path of the Heart** (Nov 1983 to c.Apr 1984):

1. *Ring of the Ruby Dragon*
2. *Talisman of Valdegarde*
3. *Secret Sorceress*
4. *Isle of Illusion* (village of Skipton and Pitlic Isle.)
5. *Moon Dragon Summer*
6. *Lady of the Winds*

**Path of the Realm** (Feb 1985 to May 1985): Alternate World Gates to the Realm of the D&D Cartoon Show.

1. *Tower of Midnight Dreams*
2. *Backward Magic*

3. *The Witch's Spell Book*
4. *The Maze and the Magic Dragon*
5. *The King Who Wore No Crown*
6. *The Star Snatchers*

**The Advanced Path** (Feb 1985 to Aug 1988):

1. Alternate World Gate to the world of Kryynn—Prisoners of Pax Tharkas.
  2. Alternate World Gate to the world of Oerth—*The Ghost Tower.*
  3. *Escape from Castle Quarras*
  4. Alternate World Gate to the world of Kryynn—*The Soulforge.*
  5. Alternate World Gate to 13<sup>th</sup> Century Japan, Planet Earth—*Test of the Ninja.*
  6. Alternate World Gate to the Domain of Barovia, in the shadow world of Ravenloft—*Master of Ravenloft.*
- The Kingdom of Sorcery:** sites #7-#11 (&#11):
7. The Kingdom of Sorcery is located in QuestWorld—Sceptre of Power.
  8. Nightmare Realm of Baba Yaga
  9. The Kingdom of Sorcery (in QuestWorld)—The Sorcerer's Crown.
  10. Alternate World Gate to the world of Kryynn—Lords of Doom.
  11. The Kingdom of Sorcery (in QuestWorld)—Clash of the Sorcerers.
  12. *Curse of the Werewolf*
  13. *Gates of Death*
  14. *Trail Sinister*
  15. Alternate World Gate to the City of Lighthall in the Kingdom of Norwold, world of Urt / Mystara—*The Vanishing City.*
  16. Alternate World Gate to the world of Kryynn—*Shadow Over Nordmaar.*
  17. Alternate World Gate to the world of Kryynn—*Spawn of Dragonspear.*
  18. *Prince of Thieves*

**Path of the Crimson Crystal** (Mar 1985 to Sep 1985):

1. *Riddle of the Griffin*
2. *Search for the Pegasus*
3. Alternate World Gate to Planet Mars, Sol System, in the year 2085—*Renegades of Luntar.*
4. *Stop that Witch!*

**The 1 on 1 Path** (April 1985; The path is lemniscate shaped, not shown on the map.)

1. *Castle Arcania*
2. Alternate World Gate to the Milky Way Galaxy, 2289 A.D.—*Battle for the Ancient Robot.*
3. *Revenge of the Red Dragon*
4. *Challenge of the Druids Grove*
5. Alternate World Gate to the world of Lankhmar—*Dragonsword of Lankhmar.*
6. *Amber Sword of Worlds End*
7. Alternate World Gate to Tsuke Province, (apparently) Kozakura or Wa, in the world of Abeir-Toril—*Warlords.*
8. Alternate World Gate to the Marvel Multiverse—*Fantastic Four in The Doomsday Device.*
9. Alternate World Gate to the Marvel Multiverse—*Daredevil in The King Takes a Dare.*
10. Alternate World Gate to the world of Kryynn—*The Dragon Wand of Kryynn.*

**Path of Amazing Stories** (Sep 1985 to Feb 1986):

1. Alternate World Gate to an American amusement park, September 1985—*The 4-D Funhouse.*
2. Alternate World Gate to Mexico, September 1985—*Jaguar!*
3. Alternate World Gate to the National Gallery in England, October 1985—*Portrait in Blood.*
4. Alternate World Gate to the U.S., then to the *Nightmare Universe.* (Adapted from the *Gates of the Universe* novel.)
5. Alternate World Gate to the galaxy of *Starskimmer.*
6. Alternate World Gate to a U.S. highway—*Day of the Mayfly.*

**Path of Marvels** (1986 to 1988)—Eight Alternate World Gates to the Marvel Multiverse:

1. *The Amazing Spider-Man: City in Darkness*
2. *Captain America: Rocket's Red Glare*
3. *The Wolverine: Night of the Wolverine*
4. *Doctor Strange: Through Six Dimensions*
5. *The Thing: One Thing After Another*
6. *The Uncanny X-Men: An X-cellent Death*
7. *The Amazing Spider-Man: As the World Burns*
8. *Daredevil: Guilt by Association*

**Path of the Autoduel** (July 1986 to Nov 1987) Alternate World Gates to Autoduel America, fifty years in the future (2036 to 2037):

1. *Battle Road*
2. *Fuel's Gold*
3. *Dueltrack*
4. *Badlands Run*
5. *Green Circle Blues*
6. *Mean Streets*

**Path of Lazer Tag** (May 1987 to Aug 1987):

1. Alternate World Gate to the Lazer Tag universe—U.S., Planet Earth, year 3010—*High Spy.*
2. Alternate World Gate to the Lazer Tag universe—Planet Ardria, year 3010—*Danger, Second Hand.*
3. Alternate World Gate to the Lazer Tag universe—year 3010—*Invisible Rival.*
4. (Inoperative) Alternate World Gate to the Lazer Tag universe—year 3010—*The Galactic Games* (unpublished).

**Path of the Sniper!** (Aug 1987 to Jun 1988) Alternate World Gates to Earth locations.

1. *Viet Rampage*
2. *Blast Out in Lebanon*
3. *Into China*
4. *KGB Doublecross*
5. *ULTRA Deadly*
6. *Libyan Strike*

**The Second Path** (1994 to 1995):

37. Alternate World Gate to the world of Dragon Strike—*Dungeon of Fear.*
38. Alternate World Gate to the Domain of Maridrur, in the shadow world of Ravenloft—*Castle of the Undead.*
39. Alternate World Gate to the continent of Zakhara, in the world of Abeir-Toril—*Secret of the Djinn.*
40. Alternate World Gate to Dragon's Eye Tower in the Furryundian-Iuz borderlands, world of Oerth—*Seige of the Tower.*
41. Alternate World Gate to the Rock of Bral—*A Wild Ride.*
42. Alternate World Gate to the world of Dragon Strike—*Forest of Darkness.*
43. Alternate World Gate to a domestic U.S. military base in the year 1995, then time-travel to Gamma World / 24<sup>th</sup> Century Earth—*American Knights.*
44. Alternate World Gate to the Domain of Sri Raji, in the shadow world of Ravenloft—*Night of the Tiger.*
45. Alternate World Gate to Planet Silverlight, to the water world of Pellaj, in the Morione Domain, of the Galactos Barrier Universe—*Galactic Challenge.*
46. Alternate World Gate to Bigby's Tower, in the world of Oerth—*Bigby's Curse.*
47. Alternate World Gate to Gamma World / 24<sup>th</sup> Century Earth—*The 24-Hour War.*
48. (Inoperative) Alternate World Gate to the world of Oerth—*The Test* (unreleased; personal correspondence with Mitzi Young, a friend of Wez (Wes) Nicholson, suggests that the manuscript is extant. Also, emailed info from Wez posted at the Acaeam: <https://acaem.com/forum/viewtopic.php?cache=1&f=1&t=11199&c=1>)
49. (Inoperative) Alternate World Gate to the continent of Zakhara, in the world of Abeir-Toril—*Sands of Deception* (unreleased)..

**Path of the Mirrorstone** (2008):

1. *Claw of the Dragon.* Revisits the site of Endless Quest #34. Slightly revised continuity, such as gender-neutral terminology, and different art.
2. *Search for the Pegasus.* Revisits the site of Crimson Crystal gamebook #2.

**The Third Path—Forgotten Realms Endless Quest** (2018-2019):

1. (#50) Alternate World Gate to the Underdark near Menzoberranzan, in the world of Toril, circa 1486 Dale Reckoning—*Escape the Underdark.*
2. (#51) Alternate World Gate to Ardeep Forest, in the world of Toril, circa 1491 Dale Reckoning—*Big Trouble.*
3. (#52) Alternate World Gate to the Chultan Peninsula, in the world of Toril, circa 1491 Dale Reckoning—*Into the Jungle.*
4. (#53) Alternate World Gate to the City of Waterdeep, in the world of Toril, 1492 Dale Reckoning—*To Catch a Thief.*
5. (#54) Alternate World Gate to Castle Ravenloft within the Domain of Barovia, in the mist-shrouded realm of Ravenloft, 735 Barovian Calendar (via Waterdeep, 1491 Dale Reckoning)—*Escape from Castle Ravenloft.*
6. (#55) Alternate World Gate to Halaster's Heirs magic academy within the first level of the Halls of Undermountain, in the world of Toril, 1492 Dale Reckoning—*The Mad Mage's Academy.*

**National Paths:** The national paths are usually shorter, and reach the sites in a different order. Those paths aren't pictured on the map, but do exist. For details of foreign editions, see <https://gamebooks.org/>

- The American Path: (The default paths, listed above, and depicted on the map.)
- The Brazilian Path: EQ1
- The British Path: Marvel Super Heroes (different order)
- The Bulgarian Path: EQ1, Sniper! (SN1 only)
- The Danish Path: Advanced
- The French Path: EQ1, Advanced, MSH
- The German Path: EQ1
- The Hungarian Path: Sniper! (SN1 only)
- The Iraqi Path: EQ1 (nine locales). The first through seventh locations are presently unknown. The eighth location is the *Pillars of Pentegarn*. The ninth and final location on this path is an Alternate World Gate to a Caribbean isle, circa 1982; an Arabic translation of the non-TSR Storytrails modern spy-themed gamebook *The Evil of Mr. Happiness.*
- The Italian Path: EQ1, Advanced, MSH, EQ3
- The Japanese Path: EQ1, Advanced
- The Polish Path: EQ1
- The Portuguese Path: EQ1, Advanced
- The Spanish Path: EQ1, Advanced, MSH. On the Spanish Path, as location 22, the *Mystery of the Ancients* (EQ28) takes place in QuestWorld rather than in Gamma World; though the inhabitants speak Spanish.
- The Swedish Path: EQ1, Advanced