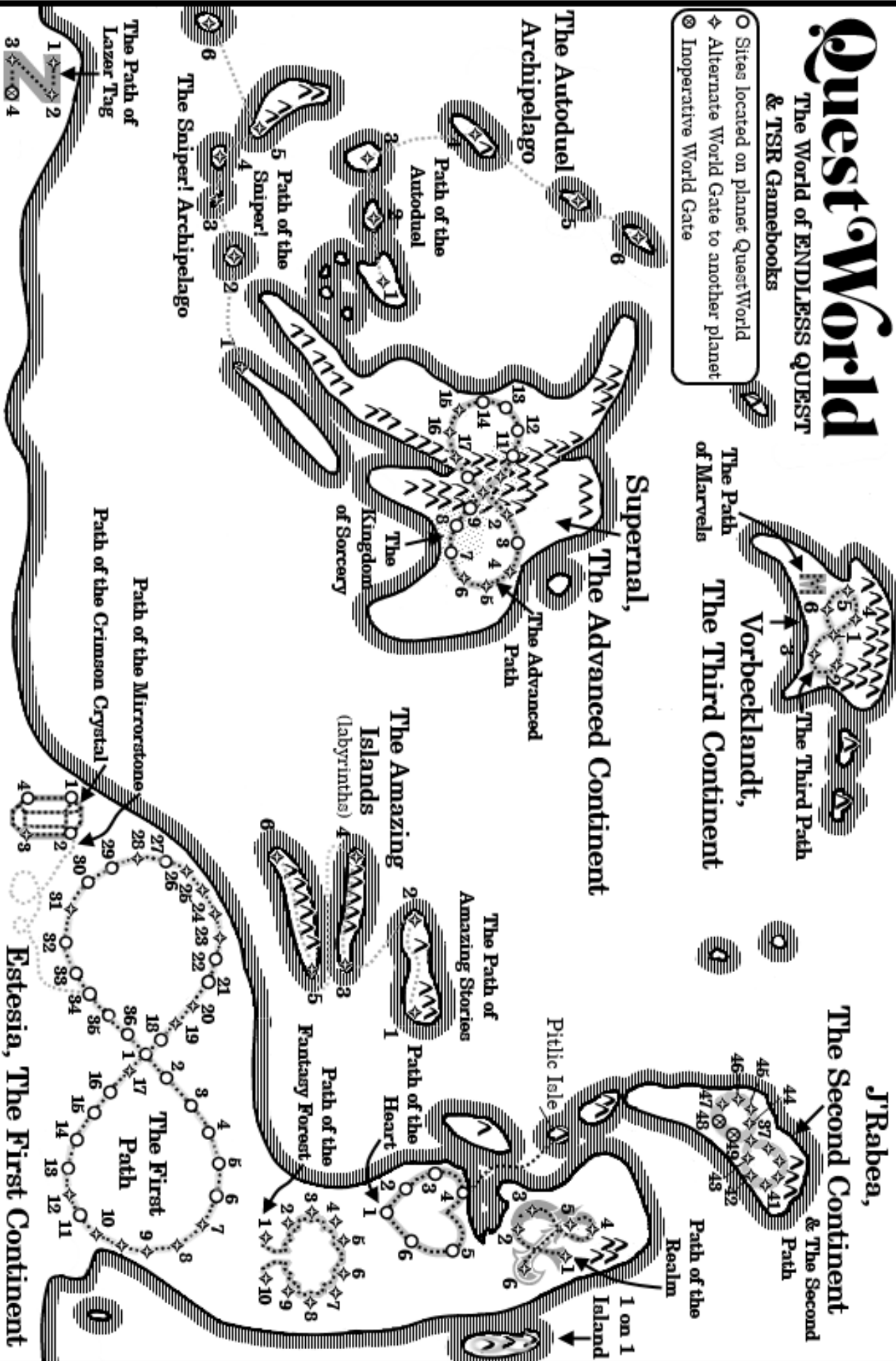


# QuestWorld

The World of ENDLESS QUEST  
& TSR Gamebooks

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



# QuestWorld

## The World of ENDLESS QUEST & TSR Gamebooks

In this text, I'll document the conversations with Rose Estes which led to a world map. And provide an outline of the many paths of QuestWorld. This write-up is dedicated to Rose Estes and Matt Forbeck...and to Demian Katz, host of Demian's Gamebook Web Page.

—Travis Henry, August 10<sup>th</sup>, 2024

Comments, corrections, & questions: [traversetravis@protonmail.com](mailto:traversetravis@protonmail.com)

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Jan 15, 2019

**Subject: Rose Estes - The D&D World of Endless Quest**

Hi Ms. Estes - it's an honor to speak with you. Your Endless Quest books were a formative influence in my own childhood, and of many others I'm sure. Endless Quest served as an introduction to not only fantasy literature, but to the joy of reading in general. You made a difference in my life.

I enjoyed reading your ["20 Questions" Interview from 2017](#) - a lot of good history is covered there. I think it's important to acknowledge that you not only authored many of the books, but that the very idea of D&D "choose your own adventure" gamebooks was your brainchild. The Endless Quest series only came about through your personal enthusiasm and volition.

Because the 2017 interview covers much ground, I'd like to take a different approach, and focus on the world of Endless Quest as a creative setting. This is not so much about remembering details of from the days of yore, but of creatively expressing your view (in the present moment) of how the Endless Quest stories might be viewed as coherent setting...as a "world" in itself.

I did a similar "worldbuilding interview" with Mike Gray, who worked at TSR circa 1982-1984. (Did you work with him?) After an initial interview which wrung dry his memory (and which is [available here](#)), Mike then agreed to a "worldbuilding interview", where I asked him a series of multiple choice questions about the wider world in which his stories were set. We had fun with it. Mike helped bring to life two settings:

- 1) the "Kingdom of Fantasy Forest" (Mike authored the Fantasy Forest boardgame along with a couple of the Fantasy Forest "pick-a-path-to-adventure" books -- which were equivalent to Endless Quest, but for younger children.) and also,
- 2) the "World of the AD&D Action Figures" (Mike wrote the one tie-in D&D adventure module for the short-lived Action Figure toy line of 1983-1984).

So even though there were no maps of these two settings, with Mike's help, I was able to put together a map of Fantasy Forest, and a map of the World of the AD&D Action Figures, both of which I've attached to this email. We're aiming to publish these maps in an upcoming fan reference guide. This is a non-commercial project - a labor of love.

If you were interested (or at least willing!), I'd love to do something similar for the "World of the Endless Quest Gamebooks." In this way, all of the Endless Quest books would be set in a coherent D&D world of its own. (I realize there were a few Endless Quest books which already are tied to specific setting, such as Conan or the Star Frontiers sci-fi setting; these wouldn't be included in the project.) I mean, it's not like the Mountain of Mirrors or Pillars of Pentegarn or Brookmere are shown on the official maps of any known D&D World. So they may as well be their own distinct world. (Well, unless, in your mind, you have already placed all your Endless Quest stories in one of the existing worlds, such as Greyhawk or the Known World of Mystara.)

Though many authors contributed to the Endless Quest line, you were the initiator, and so it would be fitting to focus on your creative whim for this project. This would be along the lines of how Bruce Heard, former D&D Brand Manager, has since [authored, as a "fan", many further \(unofficial\) details](#) of the countries which he designed back when he worked for TSR. Wizards of the Coast doesn't bother us, as long as it's a non-commercial fan project.

This is what it would involve exactly: I'd need some time to research more deeply the Endless Quest storylines myself. Then, to make the process as quick and easy for you as possible, I'd send a list of multiple choice questions about the wider world in which the books take place. (There'd also be spaces for write-in answers if you feel inspired.) With your responses, I'd then synthesize them into a reference guide, with a world map. I figure you have plenty of everyday work already, and so the process would consist of only one email interview, and possibly another email with clarifying questions (if there are responses I don't understand). So just one or two emails - that's all.

As a sample, the first question is: **"What would you name this 'world of Endless Quest gamebooks'?"**

- A) The Endless Realms
- B) The Endless World
- C) Querth (quest + earth)
- D) Quest World
- E) Questia
- F) Questland
- G) Questworld
- H) other \_\_\_\_\_ (it could be anything!)

-Travis Henry

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Jan 20, 2019

**Subject: Streamlined Version - Just Two Questions (Re: Rose Estes - The D&D World of Endless Quest)**

P.P.S. I hope my offer wasn't overwhelming. If you'd prefer an even more streamlined proposal, I'd just ask that you respond to **two questions**, which could take maybe five minutes to complete. And that would be the end of the project - I wouldn't contact you again.

The two questions are:

**1) Would you give a name to the 'world of Endless Quest gamebooks'?** (Here are the sample names again - plus I added some more):

- A) The Endless Realms
- B) The Endless World
- C) Querth (quest + earth)
- D) Quest World
- E) Questara
- F) QuestEarth
- G) QuestOrth
- H) QuestUrth
- I) Questia
- J) Questyon
- K) Questland
- L) Questworld
- M) other \_\_\_\_\_ (you could create any name!)

**2) Would you pick out a world map? (See the attached illustrations.)** Here's the background story: Chris Scotese is a geologist who has given me permission to use his maps of Earth's geological past (and future) for Dungeons & Dragons. Back in 1983 one of Dr. Scotese's other maps was used by Gary Gygax for the "world of Basic D&D" - so it's fitting that another of Scotese's maps serve as the map of the World of Endless Quest. Would you look through the attached illustration file, and pick one out? There are no wrong answers - any one which strikes your fancy is fine. By the way, we're not saying that Endless Quest is necessarily set in Earth's past or future; we're just using the shapes of the continents and oceans - that's all.

- A) Future Earth Map - 250 million years in the future.
- B) Past Earth Map - Middle Eocene - 50 million years ago.
- C) "K/T Boundary" Map - 66 million years ago.
- D) Late Cretaceous Map - 94 million years ago.
- E) Early Jurassic Map
- F) Early Triassic Map - 237 million years ago
- G) Late Carboniferous Map - 306 million years ago
- H) Early Carboniferous Map - 356 million years ago
- I) Early Devonian Map - 390 mya
- J) Middle Silurian Map - 425 mya
- K) Middle Ordovician - 458 mya
- L) Late Cambrian - 514 mya
- M) Late Proterozoic - 650 mya

If you just answered these two "creative questions", I would be happy - and so would the other aficionados of Endless Quest. We'd finally have an (unofficial) name for, and map of, the world. :)

-Travis

[Editor's note: I'd emailed to Rose a PDF I'd put together which displayed various paleogeographic maps designed by Prof. Chris Scotese, entitled "Maps to choose from (for use as the World of Endless Quest)". The images aren't included here for copyright reasons, but most of them can be viewed at Prof. Scotese's website: <http://www.scotese.com/earth.htm>]:

Rose, would you prefer that the "world of Endless Quest" use:

- A) Earth's map from "250 million years in the future"?
- B) Or, from the Middle Eocene era (50 million years ago)?
- C) Or, the K/T Boundary era?
- D) Or the Late Cretaceous era?
- E) Or the Early Jurassic era?
- F) Or the Early Triassic era?
- G) Or the Late Carboniferous era?
- H) Or the Early Carboniferous era?
- I) Or the Early Devonian era?
- J) Or the Middle Silurian era?
- K) Or the Middle Ordovician era?
- L) Or the Late Cambrian era?
- M) Or, the Late Proterozoic era?

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Jan 20, 2019

Hi Travis, sorry that I've been quiet. No, I wasn't overwhelmed but do think that you will be disappointed with my answers. I'm not as interesting as you seem to think. I've been down about a month now, a short virus followed by three weeks of being unable to speak. Sometimes I have a squeaky voice but mostly nothing. I will respond as soon as I feeling better. Hope this doesn't foul up your schedule. I'll be happy to do it, but am just feeling feeble, haven't even been able to work. Frustrating.

---

Jan 20, 2019

Hi Rose - Oh, I don't have a hard and fast schedule. No worries. Mike Gray was hesitant at first too. He was concerned that he'd been "out of the loop" of D&D for so long - and he claimed to never even been "in the loop" even back during TSR days, as he mostly worked on boardgames, rather than D&D. But that doesn't matter. The questions are crafted to make it easy for the resposdee, while also allowing space for flashes of inspiration or whimsy.

I hope you get well soon (in your own time) - I had a stomach bug last month and so I feel for you.

Well, when you're feeling better, it would be simplest to just start with the first two questions, and see where we stand.

In gratitude,  
-Travis

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Feb 24, 2019

Hi Rose are you feeling better? It's been a month since our last correspondence.

Though this is a non-commercial effort, I would gladly send you a \$50 honorarium to answer the two questions (\$25 for each question). I value your time and work.

Here are the two questions again. There are no wrong answers - just pick one that catches your fancy in the moment...or even pick one at random!

**1) What name would you give to the 'world of Endless Quest gamebooks'? (Here are the sample names):**

- A) Querth (quest + earth)
- B) Questar
- C) Questara
- D) QuestEarth
- E) Questernia
- F) QuestOrth
- G) QuestUrth
- H) Questia
- I) Questyon
- J) Questland
- K) Questoria
- L) Questworld
- M) other \_\_\_\_\_ (you could create any name!)

**2) What world map would you use as the basis for the World of Endless Quest? (See the attached PDF of maps.)**

- A) Future Earth Map - 250 million years in the future.
- B) Past Earth Map - Middle Eocene - 50 million years ago.
- C) "K/T Boundary" Map - 66 million years ago.
- D) Late Cretaceous Map - 94 million years ago.
- E) Early Jurassic Map
- F) Early Triassic Map - 237 million years ago
- G) Late Carboniferous Map - 306 million years ago
- H) Early Carboniferous Map - 356 million years ago
- I) Early Devonian Map - 390 mya
- J) Middle Silurian Map - 425 mya
- K) Middle Ordovician - 458 mya
- L) Late Cambrian - 514 mya
- M) Late Proterozoic - 650 mya

Thank you!  
-Travis

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Feb 24, 2019

Hi Travis,

I'm finally well, thanks for your patience. I echo Mike Gray's sentiments. Aside from my long time partner Tom Wham, I had little association with the game designers. I was older and as a single parent of three children and usually 3-5 foster children, I had little time for gaming. Also, I confess, all that damn dice rattling was very annoying. I understand that it is a crucial and necessary mechanism in the

game, but it slowed everything down and was just annoying. Probably heresy to say so, but there you have it.

I definitely like the name QuestWorld and Middle Silurian sounds perfect.

You asked me what criteria I used to determine my map/vision of QuestWorld. I was a very sickly child and spent much of my first nine years in bed. My mother worked to help pay the medical bills and I was generally alone for 10-11 hours a day. I read extensively. My early favorites were Jules Verne, Edgar Rice Burrows, Kipling and Jack London. Adventure, adventure adventure and exotic worlds to explore. I was deeply saddened to learn many years later that both Kipling and Burroughs were rabid anti-Semites (I'm Jewish) but the amazing, exotic worlds fed my hungry mind.

I had a crazy quilt that kept me warm on my couch where I spent my days and I often turned the variously shaped pieces into mini kingdoms where alliances and warring factions interacted. And every time my knees shifted kingdoms could rise or fall. I like the idea that a world could play an active (alive) role in the fates of the people who lived upon it.

I don't remember any of the other questions but I'll be happy to answer them. Any honorarium that you'd care to send would be fine.

Where/what did you say about where this information would appear?

What I think is the most interesting thing about the very existence of the Endless Quest books is that I never intended to write a book, I didn't think that I had a book in me. No one's ever asked me about that.

best wishes,

Rose Estes

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Feb 25, 2019

That's great! Thank you Rose! These two questions alone will provide a good framework. Shall I mail the honorarium to [the Hauser Gallery] address [in Seal Rock, Oregon]?:

As for follow-up questions - I would need to brush up on my Endless Quest reading first; yet I have some unexpected commitments (such as parental illness) which I must attend to. So I'll just leave it there for now.

...Except I would ask about your intriguing assertion that you didn't think you had a book in you? ...I count a bibliography of 33 books (so far!) on your Wikipedia page! And that you never intended to write a book?(!) I'd love to hear that story if you have time to tell it! :)

In gratitude,  
Travis

---

Feb 25, 2019

Thanks, Travis

Rose Estes

[editor: home address redacted for privacy]

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Feb 25, 2019

Okay got it - I'll send you something after the first of the month.  
in gratitude,  
Travis

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Mar 5, 2019

Hi Rose - I'm mailing part of the honorarium today, and will aim to send something more within a couple weeks or so.  
In gratitude,  
Travis

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July 22, 2024 [via facebook Messenger]

Hi Rose, a few years ago, in a private email conversation, you named the setting of the gamebooks: "QuestWorld"; and you also chose a continental world map.

I saw you're doing a panel at GenCon—If you'd like, I could put together a draft world map based on what you shared, and send it to you (and also to facilitator Matt Forbeck?) for revealing at the panel. I think people would be interested. What do you think?

[editor: Rose reached Travis on the phone later that day, and she expressed that liked the plan to bring the 2019 QuestWorld map to GenCon. Rose suggested that the maps could be printed off and included in the book signing.]

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To Matt Forbeck, July 22, 2024 [via facebook Messenger]

In an email conversation w Rose Estes several years ago, she named the world of the gamebooks: "QuestWorld"; and she also mapped its continents. would this map be interesting to include in her GENCON presentation? It's never before been revealed.

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July 22, 2024

[Matt Forbeck]: It sounds fascinating, but that would be her call.

July 23, 2024

[Matt Forbeck]: If you want to encourage her to bring that, please do. Thanks!

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[Travis]: She called me on the phone last night, and said that she would like me to format the map for her so that she could print off copies to hand out with the book signing.

I'll make a pdf and send you both a google drive link. (might could use some help finding a printer at GenCon etc.)



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[Matt Forbeck]: Sounds good. You can email me at [email address].

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To Prof. Christopher Scotese <cscotese@gmail.com>  
July 23, 2024

**Middle Silurian map (Re: A new D&D homage to your paleomaps)**

Sorry to bother you Chris, but yet another D&D author would like to use one of your paleomaps. Rose Estes, retired author of the 1980s' D&D Endless Quest choose-your-own adventure books would like to use your Middle Silurian map as an (unofficial) setting for her books. This is a non-commercial fan work.

-Travis

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July 24, 2024

Hey Travis,

You have my permission to use the map for the purposes that you describe. Have fun!

Regards,

Chris

Prof. Christopher R. Scotese, Director, PALEOMAP Project  
134 Dodge, Evanston Illinois 60202, 817 914 7090 (cell)  
[https://mobile.twitter.com/chris\\_scotese](https://mobile.twitter.com/chris_scotese)

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July 26, 2024 via facebook Messenger

[Travis:] Hi Rose and Matt--just a head's up--I emailed you both the QuestWorld map and write-up, based on Rose's indications from 2019.

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July 26

[Matt Forbeck:] Thanks, Travis!

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August 3

[Travis:] Did people like the QuestWorld map, or was it too far out? If so, no problem.

---

August 3

[Matt Forbeck:] I don't think they'll see it till tomorrow.

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Aug 3

[Travis:] BTW, I can still revise it today if there are any changes or improvements either of you would like to see. For example, if you'd like a different name for the Third Continent than "Vorbecklandt".

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Aug 4

[Travis: ] QuestWorld version 1.2 (see emailed files)

This evening I revised the map so that the Alternate World Gates (to other planets) have a different symbol than the sites which are located on planet QuestWorld itself.

Also, besides the updated map (PNG file) and 24-page explanatory PDF document, I also made a 2-sided version (PDF) which has the map on one side and an index of all the TSR gamebooks on the back side, in case you have a two-sided printer there at GenCon.

I emailed those three files to you both just now.

I hope people like it!

---

Aug 4

[Rose Estes:]

Travis, I'm very [sorry] to tell you this but in all the complications involving my leaving for the con (my car was stolen) the map was left sitting on my dining room table. Once I left, I had no way of retrieving it. I apologize most sincerely. I managed to get it printed and I'm sure people would have been delighted with it. I can't speak for Matt but he was running from dawn till the wee hours the whole time. So very sorry. I was really disappointed.

---

Aug 4

[Travis: ]

Oh no - so sorry to hear about your car! That is terrible. I hope insurance takes care of it!

Well, no worries about the QuestWorld map. I also understand that Matt had a very full plate, to say the least!

I will try to share the QuestWorld map in other contexts, such as Demian's Gamebook Webpage and your son's return-to-brookmere Instagram site. I appreciate the guidance and collaboration that you initially provided -- I think this will serve as a firm basis for an implied setting for Endless Quest fandom, going into the future.

I hope you had some good times at GenCon amidst the bustle. And again, I truly hope that the car situation is somehow favorably resolved. ♥

---

August 5, 2024

[Rose Estes:]

I, the insurance company refused to honor the claim because the man who stole the car was driving with a suspended license. They said it was my responsibility to know who was driving my car. 20 years

with them and no claims or ticket. I bought another car and it arrived late Monday afternoon. I had to use it to get to the airport. Tight schedule. Thank you for being so understanding and forgiving.

---

August 6, 2024

[Travis: ] Matt, quick question: would you prefer that the Continent of the Third Path (containing Alternate World Gates to the Toril and Barovia sites of your Endless Quest books) be called "Vorbecklandt" (based on the original German spelling of "Forbeck")

...or K'cebprof? or K'Cebprof?

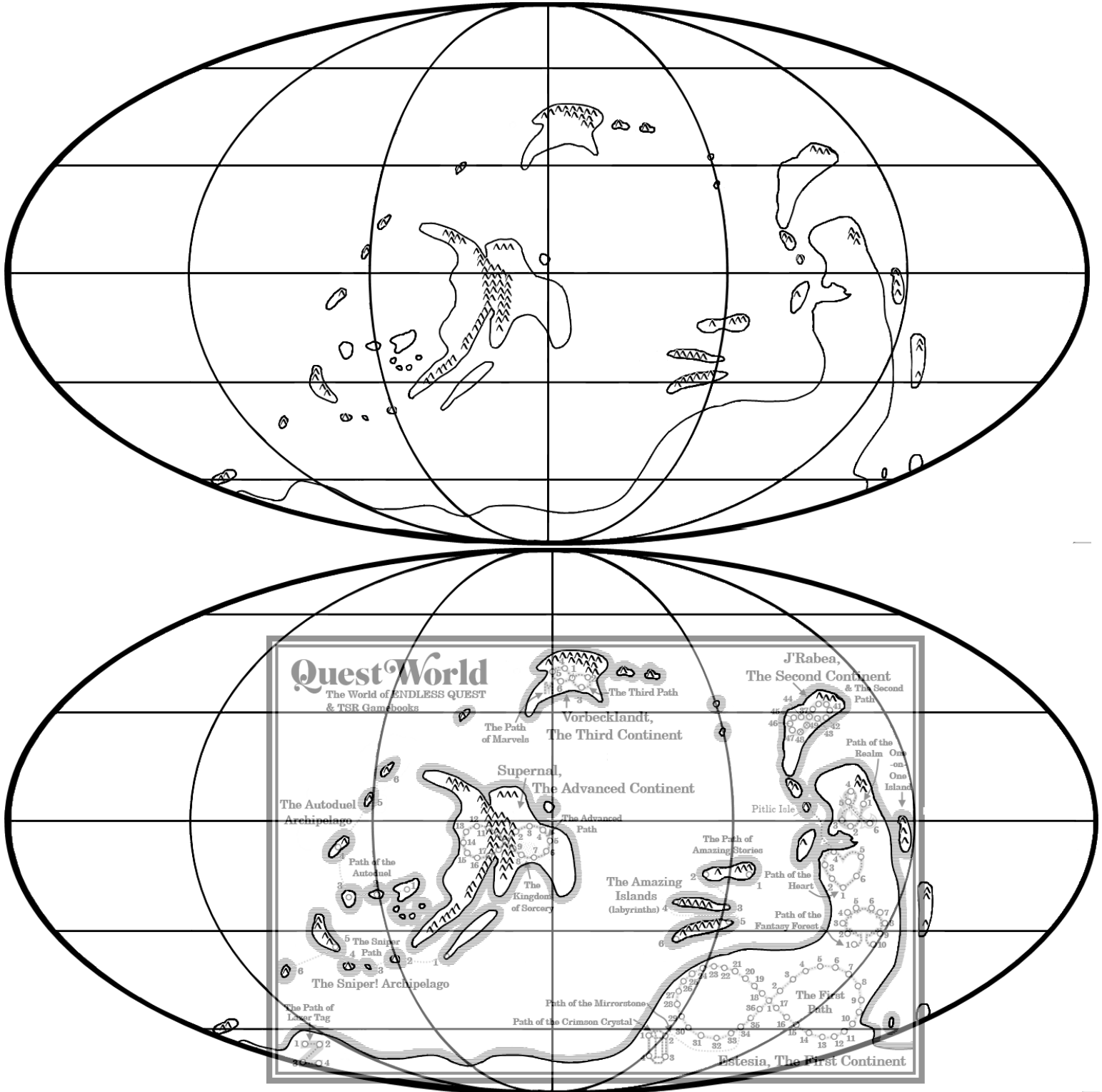
Or something else?

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Aug 6, 2024

[Matt Forbeck:] I thought Vorbecklandt was pretty clever. Entirely your call.

# The QuestWorld outline map, based on Prof. Chris Scotese's Middle Silurian paleogeographic map:



On this composite map, you can see that there are areas off of the edge of the framed map—namely, a lot of ocean, and a couple of islands off the southern edge. You can also see that the framed map is neither centered on the equator, nor on the prime meridian.

Both maps use the Mollweide projection—the rectangular map is just an artistic clipping, not a reprojection.

Note: Due to elemental influences, QuestWorld is generally more temperate in climate than the equivalent Earthly latitude.

# Real-World Source Maps:

- Map #1: <http://www.scotese.com/newpage2.htm> (This was the Middle Silurian map which Rose chose, which was one of several paleogeographic choices for a Endless Quest world map. The map is by paleogeographer Dr. Chris Scotese whose Late Jurassic map was used by TSR for the World of Urt (later Mystara) map in the 1985 D&D Master Rules.)
- Map #2: [https://www.researchgate.net/figure/Paleogeographic-reconstruction-showing-how-the-continents-might-have-appeared-during-the\\_fig3\\_285942336](https://www.researchgate.net/figure/Paleogeographic-reconstruction-showing-how-the-continents-might-have-appeared-during-the_fig3_285942336) (Another version of Dr. Scotese's map.)
- Map #3: <https://www.britannica.com/science/Silurian-Period> (This is an Encyclopedia Britannica version of Dr. Scotese's map.)

# 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 Volturnus, in the Zebulon System, Frontier Sector, in the Great Spiral Galaxy—*Villains of Volturnus.*
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 Krynn—*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 Krynn—*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 (&#1):**

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 Krynn—*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 Krynn—*Shadow Over Nordmaar*.
17. Alternate World Gate to the world of Krynn—*Spawn of Dragonspear*.
18. *Prince of Thieves*

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

1. *Riddle of the Griffon*
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 Krynn—*The Dragon Wand of Krynn*.

**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 Maridrar, 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 Furyundian-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://acaeum.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

## A Chronology of QuestWorld:

- Quest Year 1 = Earth publication year 1982. The first Quest begins at the Dungeon of Dread, in the Sixth Month of Quest Year 1 (June 1982).
- Quest Year 2 = 1983
- Quest Year 3 = 1984
- Quest Year 4 = 1985
- Quest Year 5 = 1986
- Quest Year 6 = 1987
- Quest Year 7 = 1988
- (Quest Years 8 through 12—unknown years) = 1989 through 1993 (no publishing)
- Quest Year 13 = 1994
- Quest Year 14 = 1995
- (Quest Years 15 through 26—unknown years) = 1996 through 2007 (no publishing)
- Quest Year 27 = 2008. Two locations are revisited: the Path of Mirrorstone.
- (Quest Years 28 through 36—unknown years) = 2009 through 2017 (no publishing)
- Quest Year 37 = 2018
- Quest Year 38 = 2019
- (Quest Years 39 to 43—unknown years) = 2020 to 2024 (present-day Earth publication year).

All paths and endings within each gamebook are considered “official.” So there are many different official continuities, also known as “paraverses.”

Time-wise, in those official paraverses, the adventures located within QuestWorld took place on the Quest Year and month corresponding to the chart above; or, for modern Earth-based adventures, the adventures took place on the Earth year and month of publication (as long as the depicted season matches); or, for adventures on other worlds, the implied date of the story (e.g 13<sup>th</sup>-Century Japan, 24<sup>th</sup>-Century Earth, etc.).

## Gamebook Research:

- Demian’s Gamebook Web Page (can search by publisher (TSR), series, title, or author): <https://gamebooks.org>
- [https://en.wikipedia.org/wiki/Endless\\_Quest](https://en.wikipedia.org/wiki/Endless_Quest)
- [https://en.wikipedia.org/wiki/Advanced\\_Dungeons\\_%26\\_Dragons\\_Adventure\\_Gamebooks](https://en.wikipedia.org/wiki/Advanced_Dungeons_%26_Dragons_Adventure_Gamebooks)
- <https://rpggeek.com/>
- Daniel Estes (Rose’s son) “Return to Brookmere” pages:
  - <https://www.instagram.com/returntobrookmere>
  - <https://linktr.ee/returntobrookmere>

# QuestWorld as an RPG Setting.

In the mainline continuity of QuestWorld, the characters depicted in the gamebooks are the ones who went on the quests. These characters are either residents of QuestWorld (in the case of the generic fantasy locales) or individuals dwelling in other worlds (in the case of the gamebooks set on other planets or times) But as an RPG setting, your own PCs embarked on the Quests! Whether they are themselves residents of QuestWorld, or have arrived from another world

In the case of the adventures which take place in other worlds which are reachable via the Alternate World Gates, there are options for how to run it:

1. “Quantum Leap”-style adventures, where one PC is temporarily imbued with the physical appearance of the gamebook protagonist, but otherwise retains their own abilities. The other PCs would likewise take on the appearance of in-world friends, family, and allies of the gamebook character. The psyche of the “replaced” personas temporarily enter a stasis within an extradimensional space within the Alternate World Gate.
2. Partial Transformation. The PCs enter other worlds and retain their own general appearance (e.g. facial features), but their gear and powers—and possibly species—are modified to match the technological, cultural, and magical level of that world.
3. Planewalking. The PCs enter other worlds with all their gear, powers, and species intact, with all the social awkwardness that may entail.

## QuestWorld RPG Resources:

- Endless Quest-inspired RPG adventure modules by Izegrim Creations; also featured on Daniel Estes’ page:
  - Castle Brookmere (OSR version and 5E version)
  - Mirrored Mountain (OSR version and 5E version)
  - <https://www.drivethrurpg.com/en/publisher/549/izegrim-creations>
- *Alternate World Gates* and *Gems of Returning*. See *AC4: The Book of Marvellous Magic* (1985) by F. Mentzer and G. Gygax, p.7 and p.36.

In QuestWorld, other worlds are reachable via *Alternate World Gates*. These gates are typically an iconic or mundane item which the GM selects from the opening scene in the gamebook. The item is housed at an iconic site along one of the paths the QuestWorld, such as on top of a plinth in the middle of the woods.

When touched, the item summons a being from the other world. The being who appears is either the main character of the gamebook, or an ally from the opening scenes. The being grabs the item with an unstoppable cartoon-like power and steps back through the doorway.

In off-world adventures, the heroes must find a *gem of returning* in order to return home to QuestWorld. A *gem of returning* (a small diamond) is located at the final scene of each off-world, in a visually prominent place. Characters intuitively know how to activate the gem, by gazing into it with dramatic intention.

## Fonts:

QuestWorld logo: **Enfatick PF**

Text: Century-PS