

QuestWorld

**The World of ENDLESS QUEST
& TSR Gamebooks**

○ Sites located on planet QuestWorld

✧ Alternate World Gate to another planet

⊗ Inoperative World Gate



The Third Path

Vorbecklandt,

The Path of Marvels

The Third Continent

J'Pabea,

The Second Continent

& The Second

Path

Path of the

Realm

**1 on 1
Island**

Pitlic Island

The Path of Amazing Stories

Path of the

Heart

1
2
3
4

Path of the Fantasy Forest:

1

The Sniper! Archipelago

5 Path of the Sniper!

Sniper! —

Path of the Autoduel

**The Autoduel
Archipelago**

**Supernal,
The Advanced Continent**



**The Advanced
Path**

Kingdom of Sorcery

**The Amazing
Islands**

(labyrinth)

Path of the Mirrorstone

Path of the Crimson Crystal

Estesia, The First Continent

The Financial Path

14

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Fit

Estesia, The First Continent

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

The First Path (Jun 1982 to Mar 1987):

- Dungeon of Dread.*
- Mountain of Mirrors*
- Pillars of Pentegarn*
- Return to Brookmere*
- Revolt of the Dwarves*
- Revenge of the Rainbow Dragons*
- Alternate World Gate to New York City, Planet Earth, date: May 1983—*Hero of Washington Square.*
- Alternate World Gate to Planet Voltturnus, in the Zebulon System, Frontier Sector, in the Great Spiral Galaxy—*Villains of Voltturnus.*
- 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.*
- Alternate World Gate to the Domain of Greyhawk, Planet Oerth—*Circus of Fear.*
- Spell of the Winter Wizard*
- Alternate World Gate to Gamma World / 24th Century Earth—*Light on Quest's Mountain.*
- Dragon of Doom*
- Raid on Nightmare Castle*
- Under Dragon's Wing*
- The Dragon's Ransom*
- Alternate World Gate to Planet Gran Quivera, in the Prenalgar System, Frontier Sector, within the Great Spiral Galaxy—*Captive Planet.*
- King's Quest*
- Alternate World Gate to the Hyborian Age of Planet Earth, circa 10,000 BC—*Conan the Undaunted.*
- Alternate World Gate to the Hyborian Age of Planet Earth, circa 10,000 BC—*Conan and the Prophecy.*
- Duel of the Masters*
- The Endless Catacombs*
- Alternate World Gate to the island nation of Nippon, in Planet Earth—*Blade of the Young Samurai.*
- Alternate World Gate to Planet Artule, in the Frontier Sector, within the Great Spiral Galaxy—*Trouble on Artule.*
- Alternate World Gate to the Hyborian Age of Planet Earth, circa 10,000 BC—*Conan the Outlaw.*
- Alternate World Gate to East Africa, City of Thebes (replica) in the Valley of the Pharaoh, within the mountain country south of Abyssinia, in 20th century Earth—*Tarzan and the Well of Slaves.*
- Lair of the Witch*
- Alternate World Gate to post-apocalyptic Louisiana, Gamma World / 24th Century Earth—*Mystery of the Ancients.*
- Tower of Darkness*
- The Fireseed*
- Alternate World Gate to East Africa, 20th Century Earth—*Tarzan and the Tower of Diamonds.*
- Prisoner of Elderwood*
- Knight of Illusion*
- Claw of the Dragon*
- Vision of Doom*
- Song of the Dark Druid*

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

- 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.*
- Alternate World Gate to the Town of Mountainhome, within the Fantasy Forest, in Michael Gray's World of Motherland—*Ruins of Rangan.*
- Alternate World Gate to Molly's and Garth's farms, within the Fantasy Forest, in Michael Gray's World of Motherland—*Shadowcastle.*
- 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.*
- Alternate World Gate to Meg's village, within the Fantasy Forest, in Michael Gray's World of Motherland—*Dungeon of Darkness.*
- Alternate World Gate to Planet Nedram, in the Frontier Sector, within the Great Spiral Galaxy—*Star Rangers and The Spy.*
- 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.*
- Alternate World Gate to the SOLAR Star Station, Frontier Sector, within the Great Spiral Galaxy—*Star Rangers Meet The Solar Robot.*
- Alternate World Gate to Mythic Greece, Planet Earth, 13th or 12th century BC—*Jason's First Quest.*
- 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):

- Ring of the Ruby Dragon*
- Talisman of Valdegarde*
- Secret Sorceress*
- Isle of Illusion* (village of Skipton and Pitlic Isle.)
- Moon Dragon Summer*
- 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.

- Tower of Midnight Dreams*
- Backward Magic*

- The Witch's Spell Book*
- The Maze and the Magic Dragon*
- The King Who Wore No Crown*
- The Star Snatchers*

The Advanced Path (Feb 1985 to Aug 1988):

- Alternate World Gate to the world of Krynn—*Prisoners of Pax Tharkas.*
- Alternate World Gate to the world of Oerth—*The Ghost Tower.*
- Escape from Castle Quarras*
- Alternate World Gate to the world of Krynn—*The Soulforge.*
- Alternate World Gate to 13th Century Japan, Planet Earth—*Test of the Ninja.*
- Alternate World Gate to the Domain of Barovia, in the shadow world of Ravenloft—*Master of Ravenloft.*

The Kingdom of Sorcery: sites #7-#11 ():

- The Kingdom of Sorcery is located in QuestWorld—*Sceptre of Power.*
- Nightmare Realm of Baba Yaga*
- The Kingdom of Sorcery (in QuestWorld)—*The Sorcerer's Crown.*
- Alternate World Gate to the world of Krynn—*Lords of Doom.*
- The Kingdom of Sorcery (in QuestWorld)—*Clash of the Sorcerers.*
- Curse of the Werewolf*
- Gates of Death*
- Trail Sinister*
- Alternate World Gate to the City of Lighthall in the Kingdom of Norwold, world of Urt / Mystara—*The Vanishing City.*
- Alternate World Gate to the world of Krynn—*Shadow Over Nordmaar.*
- Alternate World Gate to the world of Krynn—*Spawn of Dragonspear.*
- Prince of Thieves*

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

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

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

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

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

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

- The Amazing Spider-Man: City in Darkness*
- Captain America: Rocket's Red Glare*
- The Wolverine: Night of the Wolverine*
- Doctor Strange: Through Six Dimensions*
- The Thing: One Thing After Another*
- The Uncanny X-Men: An X-cellent Death*
- The Amazing Spider-Man: As the World Burns*
- 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):

- Battle Road*
- Fuel's Gold*
- Dueltrack*
- Badlands Run*
- Green Circle Blues*
- Mean Streets*

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

- Alternate World Gate to the Lazer Tag universe—U.S., Planet Earth, year 3010—*High Spy.*
- Alternate World Gate to the Lazer Tag universe—Planet Ardria, year 3010—*Danger, Second Hand.*
- Alternate World Gate to the Lazer Tag universe—year 3010—*Invisible Rival.*
- (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.

- Viet Rampage*
- Blast Out in Lebanon*
- Into China*
- KGB Doublecross*
- ULTRA Deadly*
- Libyan Strike*

The Second Path (1994 to 1995):

- Alternate World Gate to the world of Dragon Strike—*Dungeon of Fear.*
- Alternate World Gate to the Domain of Maridirar, in the shadow world of Ravenloft—*Castle of the Undead.*
- Alternate World Gate to the continent of Zakhara, in the world of Abeir-Toril—*Secret of the Djinn.*
- Alternate World Gate to Dragon's Eye Tower in the Furyundian-Iuz borderlands, world of Oerth—*Seige of the Tower.*
- Alternate World Gate to the Rock of Bral—*A Wild Ride.*
- Alternate World Gate to the world of Dragon Strike—*Forest of Darkness.*
- Alternate World Gate to a domestic U.S. military base in the year 1995, then time-travel to Gamma World / 24th Century Earth—*American Knights.*
- Alternate World Gate to the Domain of Sri Raji, in the shadow world of Ravenloft—*Night of the Tiger.*
- Alternate World Gate to Planet Silverlight, to the water world of Pellaj, in the Morione Domain, of the Galactos Barrier Universe—*Galactic Challenge.*
- Alternate World Gate to Bigby's Tower, in the world of Oerth—*Bigby's Curse.*
- Alternate World Gate to Gamma World / 24th Century Earth—*The 24-Hour War.*
- (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 Acaeum: <https://acaem.com/forum/viewtopic.php?cache=1&f=1&t=11199&c=1>)
- (Inoperative) Alternate World Gate to the continent of Zakhara, in the world of Abeir-Toril—*Sands of Deception* (unreleased)..

Path of the Mirrorstone (2008):

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

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

- (#50) Alternate World Gate to the Underdark near Menzoberranzan, in the world of Toril, circa 1486 Dale Reckoning—*Escape the Underdark.*
- (#51) Alternate World Gate to Ardeep Forest, in the world of Toril, circa 1491 Dale Reckoning—*Big Trouble.*
- (#52) Alternate World Gate to the Chultan Peninsula, in the world of Toril, circa 1491 Dale Reckoning—*Into the Jungle.*
- (#53) Alternate World Gate to the City of Waterdeep, in the world of Toril, 1492 Dale Reckoning—*To Catch a Thief.*
- (#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.*
- (#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