



Return to Brookmere

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The reader, as Brion the elf, must drive out a horde of monsters from his father's castle and locate a treasure hidden in the dungeon.

Return to Brookmere Details

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Author : Rose Estes

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From Reader Review Return to Brookmere for online ebook

Jsrott says

Odd- I remember this book being better than this. While it was a good entry, I found that there weren't nearly as many different paths as in others in the series, and that there wasn't a "longest" story line that gave an epic ending, like in other books. Disappointing.

Tom Blue says

This site sucks!!!! I thought there was books here that you can read. This place sucks.

David Sarkies says

There is a wererat that sits on a throne

9 July 2012

I do remember reading this one quite a while ago (actually even longer) even though I can really only remember ever owning two. My parents were never big on buying things that were not needed and the local public library always had enough books for us to read and enjoy. However the types of books I really wanted to get my hands on at the time were these gamebooks, and unfortunately the library did not carry a huge amount. However, I remember the state library used to have a number of Dungeons and Dragons books available for loan, that is until they were stolen by the numerous rebellious teenagers that based themselves there.

What I do remember about this book is the wererat that was sitting on the throne. I also remember when you stumbled into the throne room to confront the wererat. To me Dungeons and Dragons was always like a Hollywood movie in that we expected to be able to slay a room full of demonic soldiers without breaking a sweat, though some of our dungeon masters never allowed us to do that: in fact some of them really liked the idea of keeping us mortal, even excessively mortal.

I remember one of the sessions that we had: I was still a teenager, probably in years 9 or 10, and we were playing a Forgotten Realm's module (some desert one) where I ended up playing a number of characters (one after the other), namely because I kept on getting myself killed. In a way it is up to the Dungeon Master, and while they can suggest that by doing something silly we have killed ourselves, at times it seems as if the odds were stacked against us. I remember that this group had a smaller group within it who would collaborate to get all of the good magic items and tossed the dregs to the rest of us. I guess that is why I wanted my character to go off on its own so I could get to some of the good stuff before them. However I never ended up finding treasure, just the end of a sword.

I sort of think back to those people and that group and I have lost contact with most of them. One of them is dead, and it was a very sad event in itself, particularly since he seemed to fall deeper and deeper into his fantasy world as his life crashed around him. Another was 30, living with his parents, working as a fruit and veg assistant at Woolworths, though others ended up making something of themselves (one of them landed up at Workcover as a claims manager, similar to what I do, another went on to become an accountant, and a third is still single and was working as an engineer at BAE while his brother is a suburban lawyer). Others from the group went downhill even further, one of them losing grip on reality and becoming a drug addicted

no-hoper, while the other picked up whatever job he could get his hands on and supplementing his income on proceeds of crime.

Gee, I haven't said all that much about this book, but as I said, all I can remember was the wererat in the throne room, but I still wanted to write something.

Cambalache Majere says

tengo los cocos demasiado peludos / i have the coconut so much hairy

Ashleigh says

Loved it! Read it twice. Once sort of as a game with friends and again with my husband. Quick and pleasant

Madi says

Okay. This book brings out my D&D character in me. this is a cute, fun, little book. Its a choose your adventure type one. Not bad. I was impressed for a D&D book. read it read it read it... Fun stuff to play.

Fizzgig76 says

A young elven fighter named Brion has a mission. He must return to his home of Brookmere where he and his family were forced to flee after an invading force. Brookmere is filled with monsters and horrible creatures and death lurks around every corner. Brion must find his way through the kingdom he knew as a young and find the means to destroy the evil forces that are building there.

Written by Rose Estes with illustrations by Timothy Truman, Dungeons & Dragons Endless Quest Book 4: Return to Brookmere was TSR's equivalent to the popular Choose-Your-Own Adventure series by Bantam Books. Following Dungeons & Dragons Endless Quest Book 3: Pillars of Pentegarn, the series was often collected with other volumes.

I received the first collection of Dungeons & Dragons Endless Quest books as a Christmas gift I believe. The four short novels were meant as a game that allowed the reader to have multiple means to work through the book therefore increasing its "readability". Of the first four books, I remember this book to be my least favorite.

As a kid, I think I disliked this volume simply because it is a bit tougher than the other volumes which had a more clean cut direction to the story. Choosing the "correct" path through Brookmere was a bit more difficult than the other volumes, and the story seemed a bit redundant to the other stories.

What did always keep me coming back to the Dungeons & Dragons books was the fun artwork. I always loved the cover art work (here provided by Larry Elmore), but the interior art made you want to read through the book and get the various endings. If you skimmed through the books, you wanted to see how all the

weird pictures fit into the story. You have fun things like giant ferrets and rat men...it is still a fun book to look through for fans of fantasy.

The Endless Quest Books are fun and you should pick them up if you ever see them (there is collectible market with some of the titles). Having revisited the books recently, I have a bit of an itch to continue to visit the land of Dungeons & Dragons for adventures so seeking out other titles might mean a trip to eBay. Dungeons & Dragons Endless Quest Book 4: Return to Brookmere is followed by Dungeons & Dragons Endless Quest Book 5: Revolt of the Dwarves.

J. Griff says

Classic AD&D at its best. I was in grade school when I found the AD&D Endless Quest series, Return to Brookmere was by far my favourite. In the story you are a young elven warrior named Brion that returns to his father's former home of Brookmere in an effort to reclaim it for your from an evil wererat & it's minions. With a variety of different endings this book & the others of this series is a wonderful introduction to the world of Advanced Dungeons & Dragons.

Toni Serrano Martínez says

Un guerrero elfo, a solas en la oscuridad, contra una horda de oscuras criaturas. La verdad es que la premisa no podría ser más apetecible, y lo cierto es que la historia no decepciona. La aventura tendrá momentos de intriga, de sigilo y astucia, pero también de batallas épicas a muerte, en los que el honor de tu clan élfico serán tu único apoyo.

Una de las obras de la colección que más veces he releído.

Jason Koivu says

Danger! Adventure! Humor! Dangerous adventure humor! *Return to Brookmere* has it all!

If you're a D&D fan of ye olden days, you'll probably enjoy the great dungeon-crawl style herein. Though not tops in dungeon-crawlyiness, it's right up there with others in the series, like *Dungeon of Dread* and *Pillars of Pentegarn*.

In this Endless Quest book you are an elf named Brion tasked with a reconnaissance mission to discover what's up with his family's old kingdom, the one some monsters routed them from years ago. For your quest, you're given a dragon head charm, and low and behold, it speaks! In fact, Mim as it's known, has quite the personality. Maybe too much frickin' personality. Even so, he knows his way around, so he's pretty helpful when making decisions.

I enjoyed the heck out of this one as a kid. I picked it up again to write this review. Let's see the intel I

gathered from my recent recon attempts:

Adventure #1 Here's a tip: Don't start off by just running into the dungeon willy-nilly (<--that's a Karl Pilkingtonism), because that'll get you killed right quick.

Adventure #2 After giving it a good think this time, I zipped along down corridor after corridor and seemed to pass every kind of low-level baddie and even a couple giants. Turns out a cornucopia of monsters are rallying against some invading force. That force turns out to be my giant weasel*, whom I get reacquainted with and with whom I plan to conquer all!

Adventure #3 This time I decided to follow the advice of the cranky, wise-crackling Mim. He led me into a fantastical scene that, oddly enough, didn't move the plot forward or include any action and yet it was a fun and interesting sidebar nonetheless. After that I wandered through the dungeon almost endlessly, having little encounters before discovering a treasure hoard and making for home.

Adventure #4 Another maze-of-corridors adventure in which I ran afoul of orcs, gnolls, and hobgoblins only to end up back at that monster rally. Many choices seem to lead to that meeting or discoveries of treasure hoards. These appear to be your best possible outcomes for this book. Well, that and not dying.

I was about 11 or 12 when I first read this and I think that's a good age for the reading level. The monsters are pretty non-threatening, almost cartoonish for the most part. There's a number of ways to lose, and even end up dead, so there's a little bit of violence as to be expected in a sword & sorcery book.

This used to be right up there as one of my favorites, I think because it reminded me so much of D&D. However, as a kid, the "return" part of *Return to Brookmere* confused me. I assumed it meant this was a sequel, so for a few years I was in search of the original. I think there might've been something wrong with my medulla oblongata.

* Not a euphemism!

Estefanía Cantoral says

Meh...

DavidO says

Why do I give this book a relatively high number of stars? Because there is a bit of a story here. If you make all the right choices, there is a best ending.
