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# Dungeon Crawl: A LitRPG Adventure (The Crucible Shard Book 1)



## Synopsis

Gamers are celebrities. Superstars. Idols to the masses. Only a few ever make it out of Piper's Mill, most toil their lives away in the small town just dreaming of a better life. Liam thought he had a comfortable life all worked out when it winds up wrenched away from him. Drawn into other's schemes to hack the game and steal some spotlight he never expects to find himself playing in a game nobody has ever heard of. He never expects to find himself deep in a dungeon at level one with no gear and barely any skills. He certainly would never anticipate suddenly being tied to forces that promise not just to reshape his life, but the world outside the game. Time to level up.

## Book Information

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## Customer Reviews

A decent litrpg story that is just barely gets started when the end arrives. the first book is just too short to really enjoy. Having said that there is potential in the story and characters. Some of them are a bit too cliché at times but I will probably pick up the next book and give the author one more shot.

The story is a bit simple over-the-top fantasy gaming (cliche with a twist or two) and relatively flat characters with hints of something more. Mind you, the hints are about the world out of the game, and remarkably little time is spent on said world. Feels like a missed chance. I enjoyed it, but it is certainly not for everybody.

I did receive this book for free and was asked for an honest review. Well written, smooth explanations, leaving enough mystery to make the book enticing. I enjoyed Skyler Grants first in the series of the Crucible Shard LitRPG to want to get into the next in the series. RPG part not overdone. The start of the storyline makes us wonder how dystopian "real" life is Liam and his companions, and how much they seem to know, (and not share) about this online adventure that becomes as real and real life. Time to level up!

More of a long novella than full size novel - price is 2X what it should be. A dungeon crawl with an MR who's a bit of a dirtball - not that interesting a read for those of us who aren't dirtballs, and who really don't appreciate badly done low humor. The author could have taken this book in one of several interesting directions. Unfortunately, he chose otherwise. I'll not be reading the next book in this series...

Dungeon Crawl is a fun read the 3 heroes are a bit cliché. The story takes a turn as the mission gets bigger than the heroes expect. A few characters have both great and annoying moments but overall a interesting start.

What a awesome book, I can not wait for the next one. I love the characters and how they have totally different goals, I love the plots and the twist in the events .

Not very well developed. The depth and motivations of the characters is non-existent and the plot just barely moves across three dungeon floor levels when the book ends (Far too short). The reason why the characters are there is not well explained so it is just a dungeon crawl. Fight gather loot, assign exp points... rinse repeat. The main character is very hard to identify with. Evil and horny? Really?

This story was oddly addicting and I could not put it down. There are some small grammar errors (nothing that should really mess with your reading). That said the story didn't pull me in as much as

it could have, but that may be because of Liam's POV.

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