

Dungeon Guild A LitRpg Dungeon Core Adventure Glendaria Awakens Trilogy Book 3

Build. Evolve. Conquer. The dawn of the Troll Nation has begun ... Roark von Graf-former noble and hedge-mage, current mid-level mob in a MMORPG-has taken down the Dungeon Lord of the Cruel Citadel, but the battle has only started. Lowen, right hand to the Tyrant King, has come to Hearthworld, and he is building an army of his own. Worse, Lowen and company have taken over one of the most powerful dungeons in the game, The Vault of the Radiant Shield. Even as a Jotnar and a newly minted Dungeon Lord, Roark is supremely outclassed and he bloody well knows it. If he's going to weather what's to come and topple the Tyrant King, he'll have to unlock the secrets of the stolen World Stone Pendant, master his new Hexorcist class, form some very unlikely allies, and most important ... Grief some heroes. Let the games begin! From James A. Hunter, author of the litRPG epic Viridian Gate Online, and eden Hudson, author of Path of the Thunderbird and the Jubal Van Zandt Series, comes an exciting new litRPG, dungeon-core adventure you won't want to put down!

Milton, Brint, Whisp, and the Guardian Guild are back in the conclusion to the Station Cores series! After the events that previously occurred near the northeastern border of the Kingdom, Milton has a lot of work to do. Not only does the Station Core have to hide his dungeon from the rampaging hordes originating from the Quizard Mountains, but he has to find somewhere to put thousands of children who are heading towards his dungeon for safety. If that wasn't bad enough, Milton also has to find a place for millions of other citizens to live; even though they don't even know who or what the Station Core is, they are counting on him to keep them safe. With that safety, though, comes a chance at something that they never thought they'd have: power...and revenge. Milton isn't just going to build more habitations for them to stay comfortably in his new Underground Kingdom; no, he has a proposition for them that they would be fools to ignore. The acquisition of new abilities means that the need for an immediate education on how to control those new powers is paramount. Strangely enough, it's time for some new students to enroll in Milton's new Guardian University. But will they be able to learn well and fast enough to get the revenge they seek? In the end, they'll have to - especially if they want to take on and defeat the army fielded by...the other Core. Contains LitRPG and GameLit elements such as level progression and experience, optional tables, no harems, and a heavy Dungeon Core emphasis.

"Hello, white-hair." When someone calls out to Bell with these words, he discovers that the voice belongs to a girl who introduces herself as Lilly. Somewhat goaded into teaming up with her despite the many doubts running through his head, Bell has a successful turn in the dungeon with his new companion. Though their alliance is short-lived, the negative rumors swirling about the guild to which Lilly belongs, the Soma Familia, are anything but. Later Bell is confronted by the tales of a mysterious sacred wine said to steal the hearts of all who drink it, and--?!

A powerful dungeon. A sheep-herder turned Noble. Their path to ascendance through cultivation. Conquering dungeons and using them to grow has long been the most efficient way to become a powerful adventurer. The only thing keeping the process from being easy is the Beasts that inhabit these places. Questions plague those entering this particular place of power: Where do the 'rewards' of weapons, armor, and heavy gold coins come from? Why is a fluffy bunny charging at me? For abyss-sake, why are there so many monsters? Cal has all of the answers to these age-old questions for a very simple reason. He is a Dungeon Core, a soul forced against his will into a magical stone. With the help of an energetic friend, Cal grows a dungeon around himself to bring in new sources of power. When a threat he doesn't fully comprehend bares its many teeth, Cal is determined to survive the attempt on his life. Unfortunately for adventurers, the only way for him to achieve his goal is to eat anyone that enters his depths.

A LitRPG Fantasy series

The Guild's Demands (Adventures on Brad #7)

Dungeon Desolation

Dungeon Bringer 1

Dungeon Crawler Carl

Dungeon World 2

Dark forces have extended Edward Wright an offer of incredible power at a terrible cost.....and Edward has chosen to make them regret it. When Edward is swept into the world of Ivalis as a Dungeon Lord, the Dark's most powerful servant, he has no servitude in mind. He'll oppose the evil plans of the Dark god Murmur, whatever it takes. Through only his wits and his guts to help him survive a weakened arrival, Edward must rise to power if he is to earn the right to live another day. But in the battle between Dark and Light, what can Edward choose if both sides are cruel, uncaring monsters? Cold gods laugh in the distant world of Ivalis. Heroes chase after power and experience, while Kings send their armies to their deaths in the name of the Dark and the Light. But no one expects the rise of the Dungeon Lord... And in the world of Ivalis, maybe a single man can forge his own path.

The decision to start a new life is never an easy one, but for Joe the transition was far from figurative. Becoming a permanent addition to a game

world, it doesn't take long to learn that people with his abilities are actively hunted. In fact, if the wrong people gained knowledge of what he was capable of, assassins would appear in droves. In his pursuit of power, Joe fights alongside his team, completes quests, and delves into the mysteries of his class, which he quickly discovers can only be practiced in secret. Ultimately, his goal is to complete every mission, master every ability, and learn all of the world's secrets. All he has to do is survive long enough to make that happen.

Given an Gift by the gods themselves, Daniel will have to find a way to satisfy both the responsibilities of his healing gift and his own desires. Daniel Chai only ever wanted to be an Adventurer. Born with a Gift of Healing that steals his memories and past experiences as its fuel source, Daniel must weigh his heart's desire with his gift as he attempts to clear his first ever dungeon. Along the way, he'll meet true friends like the Catkin Asin and the Northerner Omrak as he learns what it truly takes to be a professional Adventurer in Brad. The Adventures on Brad is a light fantasy novel set in a LitRPG world where everyone is born with a Status Screen and Classes. This box set collects the entire Adventures on Brad series which includes the first arc, set in Karlak and the Beginner Dungeon, and the second arc, which follows the adventures of Daniel and friends in Silverstone. The box set includes books 1 - 6: -A Healer's Gift -An Adventurer's Heart -A Dungeon's Soul -The Arena's Call -The Adventurer's Bond -The Forest's Silence When the Dungeon changes, a race to the finish begins. The Karlak Dungeon has re-opened with a brand new configuration. A whole new Dungeon awaits Daniel and Asin. Joined by Omrak, the party races to be the first to complete the Dungeon but must face new monsters, new traps and new floor layouts. Will the Adventurers complete the new Dungeon in time? A Dungeon's Soul is traditional fantasy story with LitRPG elements written in the Japanese light novel format of short, slice-of-life features.

Dungeon Born

Adventures on Brad Boxset: Books 1 - 3

Book One

Dungeon Player

A Dungeon Core Experience

Rebirth

Born to die and be born again, Gell, the Jellyfae must discover her strange connection to the horrible monsters called humans, that speak with words she understands, but seem to want nothing but her death. Driven by a desire for safety and freedom, she ventures forth to Tread the Sky, and finds more worlds than one.

A new Dungeon. New friends. And more danger than ever. Daniel Chai's tight-knit adventuring party has now grown with the addition of two new members. The silent Ranger and the maverick Enchanter make for new, interesting dynamics - at a time when the team must face their greatest challenge yet. As one of two teams to enter the newly re-opened Dungeon, the pressure to perform and clear the Dungeon floors has increased. The Adventurers Bond is book 5 of the Adventures on Brad, a LitRPG young adult LitRPG fantasy series. This book includes a healer, a Catkin, a terse Ranger, a loud barbarian, monsters, dungeons and stat screens.

A broke gamer. A deadly online world. Can Dahlia level up fast enough to keep the debt collectors at bay? Dahlia has to pay off her dead father's bills or risk her life in the lithium mines. Which... no thank you. Besides, the world is run by tech, and this gamer girl is determined to explore the virtual world her father was so obsessed with and get rich while she's at it. So, she sells everything and rents a premium VR pod to play Eternal Online. Enter the toughest realm available? Check. Discover the fastest way to loot without dying?... in progress. But when Dahlia finds an epic quest chain that others have overlooked, she thinks she's struck gold. What she doesn't expect is to make friends with two deadly warriors and one powerful creature, or find a world boss gunning for them all. Experience the start of an Epic LitRPG adventure perfect for fans of Travis Bagwell, Carrie Summers, Outspan Foster. Also available on Audible, narrated by Andrea Parsneau (The Wandering Inn, Swing Shift).

Daniel Chai only ever wanted to be an Adventurer. Born with a Gift of Healing that steals his memories and past experiences as its fuel source, Daniel must weigh his heart's desire with his gift as he attempts to clear his first ever dungeon. Along the way, he'll meet true friends like the Catkin Asin and the Northerner Omrak as he learns what it truly takes to be a professional Adventurer in Brad. The Adventures on Brad is a light fantasy novel set in a LitRPG world where everyone is born with a Status Screen and Classes. The book contains a healer, an enthusiastic barbarian, a grouchy Catkin, an elf, a dungeon, silly quests and loads of combat. This work collects the first arc of Adventures of Daniel and friends in Karlak and the Beginner Dungeon. The work includes books 1 - 3: - A Healer's Gift - An Adventurer's Heart - A Dungeon's Soul

Dungeon Lord

Dungeon Guild: A LitRpg Dungeon Core Adventure

The Realm Between

A Dungeon Core Novel

The Guardian Guild

Adventures on Brad Boxset: Books 1 - 6

Auras empowering the body to superhuman status. Invocations tearing the land asunder. The war has arrived. The necromantic armies are on the warpath and nowhere is safe-even the sanctuary of the flying dungeon has been threatened. The leadership of nearly all the sentient races has been wiped out, and only the people most suited to repelling the advancing darkness have an intact monarchy. Cal learns quickly that the primary threat is not the far-off war, but the actions of those entrusted with protecting the population. As it turns out, the idea of using a flying dungeon as a war

machine is very tempting indeed. Dale has been facing his trials better than anyone could have hoped for, but when the war takes a turn for the worse, his role is forcibly relinquished. Since his only chance at survival is painful and rapid advancement, Dale must learn if his strength of will can develop into strength of flesh. The distance between the Heavens and the Earth might not be so far after all.

Stranded on an alien planet with his consciousness implanted inside of a Station Core, Milton Frederick has used all of the resources at his disposal to protect his damaged Core from local hostile beasts, Proctans, and even a massive bear-gorilla hybrid that almost single-handedly destroyed his dungeon. Milton is joined by his AI guide, ALANNA, as well as Brint and Whisp - two Proctans that have joined him in his endeavors; with the introduction of two new "recruits" - Rosewyn and Moxwell - they form a plan that enlists a few more Guardian Guild members to help combat the threat that Brint had discovered underneath the Quizard Mountains to the east. Unfortunately, not everything is going as well for the Guardian Guild, the organization tasked with defending the Proctan kingdom from the wild beasts roaming their borders. A political coup instigated by the Cordpower Company has upset the monarchial government and the Guild has been caught in the crossfire. Now, Milton has to figure out how to deal with that issue, while at the same time preparing for the inevitable arrival of the threat from the Quizard Mountains. Fortunately, new discoveries of his own has led to great strides in manipulating the Gene Mutations that affect the Proctans. Not only has the introduction of a Neurological Control Unit allowed for the manipulation of abilities, but it also provides something that will change the very nature of how the Proctans view death - and something that Milton, as a gamer, knows very well: respawning. But will those advantages be enough against the threat coming their way? Contains LitRPG/GameLit elements such as level progression and experience, optional tables, no harems, and a heavy Dungeon Core emphasis.

Even after pre-ordering the pod that would allow them to play "Glendaria Awakens," Krista and Devin still had to wait months before they were able to experience the newest in VRMMORPG (Virtual Reality Massively Multiplayer Online Role-Playing Game) technology. The wait was definitely worth it as they entered into a game world that was virtually indistinguishable from real life -- apart from the obvious game elements of course. After starting in a typical starting town, they learned everything they needed to survive in this new world. Journeying through the wilderness outside of town, the duo progressed at a good pace until they arrived at the starting dungeon. Their lives were drastically changed by this place with the unassuming name of, "Goblin Cave."

Adrift in an unknown sector of space, Slater and the crew of the Franklin are cut off from friendly support and surrounded by enemies on all sides. The mysterious council means to destroy him, but a derelict core is a deadly opponent, and Captain Slater will stop at nothing to get his crew home safely. It's time for Slater to go on the offensive. It's time to take the fight to the enemy. It's time to counterattack!

A LitRPG/Gamelit Adventure

The War Throughout the Dungeon

Dungeon Crisis

The Dungeon Slayer

Troll Nation

A LitRPG Adventure

The long-awaited conclusion to the Glendaria Awakens Trilogy! After their Dungeon Core was stolen, Devin headed out of their dungeon, searching for those who had taken it. Initially confused on where it could be located, he followed a vague feeling in his chest toward a distant destination. Finding help from a guild of players who also wanted to return the Core, they embark on a mission to reacquire and return it before time runs out.

Regan Earle was a robotics scientist that inadvertently caused the robot takeover of the world. When his last creation completes a decade long plan to end his own life, he ends up surprised. Creation offers him a second chance to test his wits and cunning in another world. Fate, however, is fickle and Regan ends up as a Dungeon Core... with ALL his memories. Is the world of Murgin ready to face such a dungeon? Let's find out...Earth 2150. Nearly twenty years since the robot uprising, where all AIs designed by inventor Dr. Regan Earle went rogue and started to take over the world. Or at least, that's what everyone thought until a year later Earle himself sent out a message. A message that stated his creations would shut down if he were killed. He even went so far as to place a beacon on top of his building that broadcasted his location. The humans fought against the machines for decades in a futile attempt to destroy the tower. Until one day...

After narrowly surviving an invasion of her dungeon by some seriously dangerous Elves, Sandra needs to recover from having all of her defending constructs destroyed in the process. With the bulk of her forces lost while shattering the Core of a Reptile Classification dungeon, the merchant-turned-Dungeon Core is feeling a little vulnerable. Luckily, she has Violet, a Gnome Apprentice Enchanter, to help her get things back to normal. With Felbar, another Gnome that has decades of experience culling Dungeon Monsters, and Echo, an Elf that mistakenly got tangled up with Sandra and her dungeon, now awake from their Visitor Bond-induced comas, she can finally work on improving her relationship with the Gnomes and Elves by providing them with much-needed supplies. Unfortunately, during her time of recovery and looking into crafting new things with her recent access to Enchanting, she neglected to keep an eye on the dungeons around her Area of Influence. With the Gnomes no longer there to cull the Undead Classification dungeon near their destroyed village, Sandra scrambles to get ahead of its rapid expansion - and potential threat to the Dwarves to the north. But even if she manages to destroy the Undead

Classification Core, should she stop there? Now that is quite the dilemma... This Dungeon Core story contains LitRPG/GameLit elements such as statistics and leveling and a heavy crafting emphasis. No profanity and no harems.

Everyone Needs a Healer, Whether He Wants Them or Not Daniel Chai has fallen into a routine of adventuring and dungeon delving with his friends. They aren't making quick progress, but it's steady improvements and honest work. Unfortunately, Daniel's ability as a healer, and one who is truly Gifted, has come home to roost with a vengeance. As his secret is exposed, Daniel's greatest fears come to play and adventuring guilds of all stripes attempt to recruit him and his friends, whether he wants it or not. Forced to navigate guild politics and noble interest, Daniel's simple life has once more grown complicated. The Guild's Demands is book 7 of the Adventurers on Brad, a LitRPG young adult fantasy series. Written by bestselling author of the System Apocalypse and A Thousand Li, it draws inspiration from Japanese light novels like Dan Machi, Grimgar and Konosuba.

A LitRPG Level-Up Adventure

A Fantasy LitRPG Adventure

Dungeon Deposed

Ritualist

Glendaria Awakens Trilogy: a LitRPG Dungeon Core Adventure

(Book One) (Sci-Fi Series)

Mankind has been under attack for fifty years by the awesome power of bosses and monsters who are the denizens of dungeons. Monsters started these attacks when a mystical beast named Raekast appeared and threatened the world, eradicating human life from several continents. Raekast threatened all human life until a mysterious ceremony called 'Rebirth' unlocked the hidden potential of humans strong enough to repel and defeat her. Raekast's final, desperate act caused dungeons to spawn across the globe. The greatest of these dungeons is known as Titan. Dungeons are a threat to humanity and nature alike. Powerful reborn humans known as 'Slayers' enter their dangerous depths to kill the monsters and bosses that live within and retrieve treasure, items and more. Tad Harrington, a video game loving 16-year-old high school student, was bullied relentlessly throughout his life. Tad's Rebirth date has come. His last hope is to be reborn a slayer strong enough to enter the toughest dungeons where a life of power and luxury could await him. When things don't go according to plan, Tad finds out he has a special Rebirth, one that can level up and grow stronger by defeating monsters. Starting from level one, how high can Tad climb? Can he overcome the challenges and become the ultimate dungeon slayer?

Ryker only has one goal in his life right now: Turn a certain adventuring guild into a flaming wreck while dancing merrily through the smoldering ruins. All for the chance to get back at a handful of people. It isn't as if they didn't deserve it either. They had driven him from his home. Chased him physically from the very guild house itself. All the way to the gates of the city. Simply because he wasn't as strong as they expected him to be. As strong as he'd expected himself to be. He'd returned to the city the next day and left with his means for revenge. Something he'd hidden away and told no one about when he found it in one of his few Dungeon Dives. An inactive Dungeon Core. A crystal the size of a fist with a soul inside. One that could create anything from mana it wanted to. From monsters and complex cave systems to gold coins. Years spent in planning, and unfortunately farming, as he waited. Now it felt like his moment was finally here. The Dungeon Core had been acting strange lately. As if it were finally... coming to life. Watching over the crystal like a hawk for this very event, Ryker impatiently waits. Any day now, it'd start. And he could set about taking his vengeance. Starting with ripping the soul of the Dungeon out. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, forced political marriage (and consummation), and a hero who is as tactful as a dog at a cat show. Read at your own risk. (Product Page for Book 1: <https://www.amazon.com/gp/product/B07B4VYMJZ>) (Product Page for Book 2: <https://www.amazon.com/gp/product/B07PBDKKHF>) (Product Page for Book 3: <https://www.amazon.com/Dungeon-Deposed-William-D-Arand-ebook/dp/B07VXLP>)

In a world of sword and sorcery, Breck died and was reborn as a dungeon core, a specialized living gem in charge of creating and managing a dungeon. Unlike most dungeons, he was handicapped with the inability to create bones, the very building blocks that comprise most living creatures. Breck just wants his life back, his humanity, and will do whatever it takes to achieve his goal. Even if that means killing the hordes of adventurers that want to plunder his depths so that he can gain the power to transcend. Zach, a new adventurer, is given the quest to find the source of new cosmic energy that has made itself known, the same cosmic energy that creates dungeon cores. It's the lucky break he's been waiting for his whole life. But he'll face opposition that will see him dead before they let him complete his quest. Despite his inability to create monster's with bones, can Breck gain enough essence to rank up and become human again or will he be forever trapped as a dungeon? Will Zach be able to live long enough to complete his quest while other guild members are hunting him? What happens when Zach's and Breck's paths collide? Find all this out and more in this exciting GameLit, The Boneless Dungeon: Rebirth.

Maulkin didn't know dying would mean a new eternity of dungeon delving, monster slaying, and glory hunting. If he had, he wouldn't have been so worried

about kicking the bucket on a date gone even more wrong than usual. Reborn in the wild world of Amaranth, Maulkin finds himself in a hulking demi-human body with a sword of a size to match. Marked as an Eternal, a fledging immortal of boundless potential, Maulkin soon discovers he's been given a mission by the elder pantheon of this new realm: Grow stronger. Ascend to godhood. Spread chaos in their name. Oh and fend off that inbound apocalypse, if he can find the time. Who wants an easy afterlife anyway?

The City and the Dungeon

The Feedback Loop

The Crafter's Defense

The Other Core

Compilation: Dark Lord's Landing

Derelict: Book 2, Counterattack (a LitRPG Dungeon Core Adventure)

The Light strives to purify the kingdom of Starevos from evil... and only Dungeon Lord Edward Wright stands in their way. The Heroes of the Militant Church, led by Inquisitor Gallio, scour the forest in search of the Haunt, while Ed desperately attempts to uncover the secret behind the Heroes' origin. Can Ed and his friends defeat the Inquisition and secure their own place in the world, or are they destined to become the monsters of their own tale? All over Ivalis, the portents announce blood and fire as the ancient traditions return and abominable creatures long thought forgotten stir in their tombs. Both the Dark and the Light loom hungrily over the Haunt, and only one thing is certain... If pushed, Dungeon Lord Edward Wright will fight against them all.

This trilogy contains the books: Dungeon Player, Dungeon Crisis, and Dungeon Guild. Join Devin and Krista as they embark on a journey to explore the newest Full-Immersive Virtual Reality Massively Multiplayer Online Role Playing Game, Glendaria Awakens! Their experience soon turns grim as they are put in charge of running their own dungeon in the game. Now they must figure out how to survive waves of players trying to steal their Dungeon Core, all the while dealing with psychotic Dungeon Guardians and powerful guilds. Using the creatures that Devin captures as a dungeon monster himself, Krista combines them into unique and powerful hybrids that help defend against the intruders. Contains bonus content such as some of my notes and maps, as well as an additional story starring Devin and some of his friends that takes place after the events of the last book!

The City is an immense metropolis of crystal spires and wondrous magic. Beneath is the Dungeon, a vast underground world and a source of endless treasure, guarded by grotesque and deadly monsters. No one knows where the Dungeon came from, or why. Any who would dare face the dangers and riches of the Dungeon must first be transformed into a delver, a quasi-immortal creature whose every attribute is defined by numbers. Yet the "immortality" offered is but illusory, for without consuming the crystal found only within the Dungeon, a delver will inevitably die. One young immigrant braves the Dungeon to earn money for his impoverished family, only to find much, much more. Friends, power, and secrets of the Dungeon. Perhaps even love.

To Quest, To Win, To Progress. The Arena Awaits. As Advanced Adventurers, Daniel and his friends journey to Silverholt to attempt larger and more dangerous Dungeons. But just because they've graduated from Beginner Dungeons doesn't mean they'll get any more respect from the experienced Adventurers that make up their new city. They'll have to train, struggle and take part in an arena battle to win a chance at to enter the new Dungeon and some respect. The Adventures of Brad series is a traditional fantasy story with LitRPG elements and features a Catkin, a Healer and an enthusiastic barbarian.

God of Life (Book 8)

Savage Dominion

The Adventurer's Bond (Adventures on Brad #5)

A LitRPG Dungeon Core Adventure

The Slime Dungeon

The Dungeon Traveler

The apocalypse will be televised! A man. His ex-girlfriend's cat. A sadistic game show unlike anything in the universe: a dungeon crawl where survival depends on killing your prey in the most entertaining way possible. In a flash, every human-erected construction on Earth--from Buckingham Palace to the tiniest of sheds--collapses in a heap, sinking into the ground. The buildings and all the people inside have all been atomized and transformed into the dungeon: an 18-level labyrinth filled with traps, monsters, and loot. A dungeon so enormous, it circles the entire globe. Only a few dare venture inside. But once you're in, you can't get out. And what's worse, each level has a time limit. You have but days to find a staircase to the next level down, or it's game over. In this game, it's not about your strength or your dexterity. It's about your followers, your views. Your clout. It's about building an audience and killing those goblins with style. You can't just survive here. You gotta survive big. You gotta fight with vigor, with excitement. You gotta make them stand up and cheer. And if you do have that "it" factor, you may just find yourself with a following. That's the only way to truly survive in this game--with the help of the loot boxes dropped upon you by the generous benefactors watching from across the galaxy. They call it Dungeon Crawler World. But for Carl, it's anything but a game.

How do you measure one life against another? In The Realm, there's an unseen consequence for every life taken. As Azure and the gang complete quests to obtain the Life Stone, they learn many new lessons about the history and mechanics of The Realm. Danger lurks around every corner, and it's not always in the form of monsters. Mysteries deepen and relationships are altered as Azure and his companions are sent on a quest to broker peace between a

businessman and a village on the brink of war. Some injuries are deeper than flesh, and warnings of the future threaten to split Azure's party apart. What threats does the Land of Life have to offer? Find out in this exciting installment of *The Realm Between*.

Fred did something bad. He didn't intend to do it, but the destruction of a dungeon core - accident or otherwise - will likely result in horrific consequences for anyone connected with the crime. And not for just the perpetrators; everyone around them will suffer vengeful retribution from the nearby cores for the unthinkable act. Knowing that his mistake will end up endangering his new friends, the townspeople of Gatecross, and even his Guild, Core Power, Fred decides to do whatever he can to protect them. After he absorbed the Nature Core, he unlocked the ability to establish a territory and create his very own dungeon - a dungeon which will hopefully provide the defense they need to survive against the expected fight to come. Unfortunately, the Nature Faction isn't the only one that learned about Fred's crime. The Dungeon Adventurer Syndicate, under the authority of the Craytion Kingdom, has sent a powerful group to investigate... Contains LitRPG/GameLit elements such as statistics and leveling. No harems and no profanity.

When Krista and Devin first started playing *Glendaria Awakens*, they had no idea that they would end up in charge of operating a dungeon. Now, after leveling up, they have a crisis on their hands. A new item, a Dungeon Core, is now the target of every guild in the game. If the Core is stolen and kept away for a length of time, they will cease to exist. Devin must find enough powerful monsters to put into the dungeon while Krista has to build the perfect floor to keep them away from their only hope of surviving. All of this and they have to try to co-exist with their new guardian.

A Dungeon Core Epic

Artificial Jelly

Shattered Sword

Is It Wrong to Try to Pick Up Girls in a Dungeon?

And Those Who Hate and Love

A Dungeon's Soul (Adventures on Brad #3)

Ryker only had one goal in his life right now: Turn a certain adventuring guild into a flaming wreck while dancing merrily through the smoldering ruins. All for the chance to get back at a handful of people. It didn't work out that way though. At all. He'd died, been forced into the body of an Avatar, absconded with the queen as her castle fell to betrayal, kidnapped a little kid who is obviously more than he seems, and to top all that off, he killed his undead father. The smoldering ruins of the Queendom have cooled, the patterns reset, and Ryker has a task that is more than likely too much for him. Take the Queendom back, destroy two armies, and give Lauren, the rightful queen, back her crown. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show.

Read at your own risk

Quantum Hughes' life is stuck on repeat. While trapped in The LOOP, he struggles to free himself from a glitch that forces him to re-live the same day over and over.

Sandra managed to survive the first major incursion from the nearby Orcs, thanks in part to the help a certain Half-Orc/Half-Dwarf provided. However, Kelerim left her dungeon to seek out his father, leaving her all alone with just Winxa - her Dungeon Fairy - as company. With the loss of her new friend comes some opportunities, at least; she now has the freedom to craft whatever she wants, and the threat of her Dungeon Core's destruction from outside forces is practically absent. She even has the opportunity to upgrade her Core Size, unlocking additional constructs for use as Dungeon Monsters, as well as a new Core-specific Skill. Unfortunately for Sandra, a particular action outside of the dungeon has unintentionally drawn attention to her activities, and there's now a very serious threat to her survival. Racing against the clock, the crafting-based dungeon needs to find a way to prevent her destruction, all the while dealing with the problems her expanding Area of Influence has created. Because it's not only the nearby races that she has to deal with - but the nearby dungeons, as well. This Dungeon Core story contains LitRPG/GameLit elements such as statistics and leveling and a heavy crafting emphasis. No profanity and no harems.

Milton Frederick was arguably the best player of Crowned Lieges of Destiny in the entire world. As the strategy coordinator for one of the top guilds, he was beginning to actually make a living from it. That was, until he was abducted by aliens. Instead of your stereotypical grey aliens with big black eyes who like to perform anal probes upon unsuspecting victims for unknown reasons, The Collective had a more altruistic purpose. Sure, kidnapping 100 humans from Earth, ripping them away from their lives and families, and erasing their memories doesn't sound great - but the way they saw it, the benefits would far outweigh these side-effects. Seriously, who wouldn't want their consciousness trapped in a Station Core, subjected to the whims of a collection of alien races, and then ordered to defend against other hostile aliens for all eternity? They'd be immortal -

so...bonus! Fortunately (or unfortunately, depending on how you look at it), the Station Core now known as Milton never arrived at his destination. Severely damaged and confused about what happened to him, he woke up to find himself trapped inside a massive chicken egg on a strange, primitive world filled with curious - and deadly -

creatures. Now, in order to survive the harsh environment, Milton has to rely on a snarky, foul-mouthed AI guide to show him what it means to be a Station Core. With her help, he might just live long enough to figure out a way to get off the planet - if only he wasn't so afraid of squirrels... Contains LitRPG/GameLit elements such as level progression and experience, optional tables, no harems, and a heavy Dungeon Core emphasis. Updated 4/26/19: New cover, additional editing, less foul language

Dungeon Player, Dungeon Crisis, Dungeon Guild

Abominable Creatures

Dungeon Robotics (Book 1)

A New Adult Gamelit Fantasy

The Boneless Dungeon

And Those Who Dwell and Delve Within

Death came on swift wings. A soul, blessed by a goddess, falls to the land and enters his new life. He clings to a single memory, the defining moment of his previous life. Now, he learns how to succeed in his new life, as a new dungeon heart. To become the best dungeon he can be, he partners with the one existence all dungeons need: his bonded Dungeon Pixie

Construct your dungeon. Summon your monster girls. Slaughter your foes. When the Inkolana Cartel's experimental computer network comes under attack, they give white-hat hacker Clay Knight two hours to fix the problem. If he succeeds, he'll be rich beyond his wildest dreams. If he fails, he's a dead man. But when Clay hacks the hackers, he stumbles into an ancient ritual that summons him to the dusty, forgotten world of Soketra. In this strange new land, Clay finds dungeons, monsters, and a fierce pride of beautiful cat women who believe he is the reincarnation of the ancient Dungeon Lord Rathokhetra. With a band of bloodthirsty dungeon raiders on his doorstep, Clay must master his new abilities and gather guardians for his territory to save himself and his army of warrior women from a fate darker than death.

The Station Core

The Crafter's Dilemma

A Fantasy LitRPG Series

Establish

The Arena's Call (Adventures on Brad #4)