

Dungeon Explorers

Max Anthony

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Brave Adventurers Come Together to Vanquish Ancient Evil (And to Look for Treasure).

Fleeing wrongful arrest, Rasmus the Wizard and Viddo Furtive stumble across an underground city so ancient, that nobody even remembers its name. Drawn onwards by curiosity and a thirst for adventure, they explore its deserted streets, unaware that they have discovered a place full of danger. This lost city hides many things – deadly secrets that have wiped out its citizens as they searched for their long-forgotten gods.

Trapped far beneath the earth, wizard and thief face creatures of great power and malice. But Rasmus and Viddo are not defenceless, for each is at the pinnacle of his profession and as deadly as they come. Can they uncover what happened to these forgotten people and escape with their fair share of the loot?

Dungeon Explorers is a light-hearted, action-packed fantasy adventure, filled with magic, swordplay and treasure hunting. It forms the first part in a new series, but can be read as a standalone book.

Dungeon Explorers Details

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Author: Max Anthony

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From Reader Review Dungeon Explorers for online ebook

Dantegideon says

This was so funny and cool.

Jim says

This was a very enjoyable read. The verbal interplay between the two main characters is entertaining and engaging. The story is well put together with good pacing, never a dull moment.

Epper Marshall says

This book reminded me of Terry Pratchett. The story follows two adventurers as they explore a dungeon. There is a very good camaraderie between the two with jokes and trust that shows they are friends. The only thing that doesn't make this a 5 star is that it seemed a bit incomplete. They never finished exploring/defeating the whole dungeon and the author never explained how they didn't starve or dehydrate in the dungeon, though the author did mention it quite often.

Jeff Cadoff says

Dungeons and Dragons

An adventure put in writing. A fun read, though the frequent references to dungeon and character level are obvious relations to gaming.

Jeremy Reaban says

Fantasy fiction has been greatly influenced by Dungeons &Dragons, including several book series based on D&D campaigns. But very few novels have dealt with the dungeon exploration aspect of it, where characters explore underground ruins and encounter monsters, traps, and treasure. Even actual D&D novels tend to downplay it.

But this novel is focused pretty much entirely on dungeon exploration. Two very experienced adventurers, a master thief and a powerful wizard end up exploring a cave, which turns out to be much more than that, a large dungeon complex. So they explore, partly out of curiosity, partly to look for loot.

If you've ever played D&D, you will recognize many, many D&Disms. From the abilities of the thief character to most of the spells used by the wizard

between each other. Maybe not Fafhrd and the Grey Mo	out the two characters have a pretty good repartee user, but often funny.
Only downside is the ending, which is awfully abrupt	
Chris says	
Cute, silly, a fun little adventure	
KEVIN says	
This is a very well written story, almost an LRPG, I wou not use number or a character sheet in any way. I have recommend that if you give this author a chance he won	ead all three books in this series and I would
Mark says	
Thistle says	
Poor, poor writing. Even in just the 2% I read, nothing w	vas believable, and the writing was just awful.
Give this book a big skip.	