



## Archeologist Warlord: A Dungeon Core Epic

*E.M. Hardy , LitRPG Freaks*

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When Martin Fuller finally got to visit the pyramids in Egypt, the would-be archeologist did not just achieve his dream... He also unknowingly fulfilled an age-old prophecy. Because there was a reason why the young man had been hearing voices since he was a kid and why he had been fascinated by the majestic tombs made of limestone. By setting foot inside the Great Pyramid of Khufu, he will learn the truth; a truth that will send him all the way across the galaxy.

Transported to a planet on the verge of a catastrophic invasion, Martin will be tasked with protecting this foreign world from the powerful beings about to land and harvest the souls of its unsuspecting inhabitants. To help him in this mission, **Martin will be granted command over a production facility that can build basic defense mechanisms**. However, that stronghold is too ancient and decrepit, and the units it can manufacture too lousy and clumsy; especially in comparison to the invaders' powers which—as Martin could witness from the vision he experienced when his mind was captured—seemed godlike and completely unstoppable. Still, if Martin wants to ever go back home or even survive the war to come, he will need to search for a way to fight back. And that will go through finding how to upgrade his units and develop new weapons as well as combat strategies.

He has to hurry. Because if dealing with that ominous threat wasn't bad enough, he will have to compose with the nations comprising that strange world and which see his arrival as a danger to be stopped. Will Martin be able to have them hear reason, set aside their quarrels and cooperate before they're all annihilated?

**Archeologist Warlord: Initializing** is a dungeon core-like work of fiction belonging to the LitRPG genre, and the first book in a series to come.

## Archeologist Warlord: A Dungeon Core Epic Details

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Author : E.M. Hardy , LitRPG Freaks

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## From Reader Review Archeologist Warlord: A Dungeon Core Epic for online ebook

### Vincent Archer says

Beware misleading marketing: not strictly a "Dungeon Core" story.

It still belongs to the general genre of base-building intelligences that you get Dungeon stories, but it's not about dungeons and adventurers. It's basically the prelude for a massive RTS battle (that lies in the future of the series).

I liked it, though. It's got problems; the descriptions of game-style mechanics are absolutely clunky and feel forced, vs the world-based story. But the chinese and arabian-nights style cultures are ok, and the hints of japanese and indian ones promise basically a smorgasbord of earthen cultures to come. Set against the Aesir, basically.

I'll keep watching the series.

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### Wisdom says

#### Different!

I don't usually review books. Because i simply suck at it. But, I come across stories that must be reviewed; even by me. So the review. This was supposedly a dungeon core-litrpg??? I see the whole core, and spirit-conscious setup here, no dungeon tho. The story was engaging nonetheless, I actually read it in one sitting only stopping for breaks and ignoring calls so I highly recommend it for those who like the whole transmigration plot and hapless youth with a mountain load of problems and decisions that have a small measure of game like qualities. 4 stars from me

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### Shawn says

The book was good. But there was so much Descriptions something that could be said in a sentence with 3 paragraphs. I found myself skipping whole pages trying to find dialogue. And once I found dialogue I realized I did not miss much in those pages that I skipped. This story is about a man who can hear ghosts and has a strange fixation on the pyramids. He is taken from his world to fight on the behest of another. He is basically an AI. He lives in a pyramid and he creates constructs and tries to find other pyramids to increase his power. He hopes to fight an enemy that will come through portals and will eat the soles of all they defeat. So you have him trying to create alliances with two different countries while gaining power to fight these are powerful beings.

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### Jonathon Green says

The blurb was interesting enough for a “free” read. Unfortunately 80% through *Malus ex machina* tears up and made me pause and research dungeon core and litRPG.

That was when I abandoned it. The premises of the genre were too much for me to continue.

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### **Isaac Levine says**

#### **Great**

Honestly a very good book, I would recommend this book to all viewers of this review. The book keeps you on your toes.

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### **Davidl Campbell'Sr says**

#### **A Story**

Yes this story is kind of a downer because the main character is made clueless way too much it takes something I feel is important to this character. Yet, I will read the next book..

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### **Curtis says**

#### **Try Some, This Is Good!**

You may think you know what’s coming in this book, but it keeps surprising you. Just when you think it’s one thing, it adds something new to the mix. If you’re expecting simple characters, the once again prepare to be challenged, because every time they’re introduced, and you think you’ve got them pegged - they grow up on you and become something more.

Yes, at its heart it’s a dungeon core tower-defense, but there’s way to much thinking, action, drama, intrigue, introspection, and overall plot to call it that. (It’d be like calling a Chicago dog “processed meat blended into a contained tube topped with vegetables and condiments“.) You could, but that’s wholly inadequate.

If you’re a SF, dungeon core, or LitRPG fan you’ll probably like it. But if you just like good stories you’ll have good reason to like it too. Definitely recommended.

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### **J says**

Better than a lot of Dungeon Core stories, but the main character is super bland and displays almost zero personality throughout the book. The story also tends too much towards long passages of telling me X troops are doing to Y in very clinical and uninteresting fight scenes.

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## **Kelley says**

Good book but not a dungeon core book. I thoroughly enjoyed and was quick to read.

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## **Fadswaffer Mc Truffles says**

### **New take**

A new take that was pretty well done.

This isn't a dungeon beyond a soul trapped in something on a planet with magic and a big bad enemy. The MC is a naive young man that grows into a less trusting person as he tries to prepare the world. However the growth of the character is a bit abrupt, and the twists were poorly written.

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## **Travis says**

Not quite the story I expected from the description, but it turned out to be a fairly decent tale. I wouldn't call it LitRPG, but it definitely falls into the gamelit genre, and it's certainly interesting enough. I don't think I've run across another book similar to this one, so that is a good thing if you're hunting for new or unique things to read.

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## **Fran Harrington says**

### **New take on dungeon core**

I really enjoyed the new take on dungeon core books, it was fun to read about all the different people of the world and how Martin interacts with them. The power plays and backstabbing the different nations do add another layer of depth that I enjoyed although it started to get a bit repetitive.

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## **Dark Ape says**

Overall enjoyable enough, though unless the teaser for the next one draws my attention I'm not likely to continue since I found the politics, especially the back-stabbing involved, to be a bit much. Also don't think the MC would stay sane for too long unless something major changes to help him.

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## **Johnny says**

## **Book one**

I found this title to be misleading, I don't get how this is a dungeon core book.

I've read a lot of dungeon core books and this doesn't match up.

That doesn't mean the book isn't interesting, because I found it to be a good story that has an interesting plot.

Just don't go in thinking that you are reading another dungeon core book.

I'm highly interested in seeing what the author has in store for book two.

I recommend this book for it's innovative twist and interesting storyline, not it's title.

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## **Cameron says**

### **Altruism and it's consequences**

I think the title I gave sums up what I loved most about this book- how altruism had consequences. Good and bad ones. Real costs. It was a very enjoyable experience.

I would comment that this is a “stats” light story, and those expecting it as it is called a dungeon core epic might be saddened - but to stick it out.

The story is more about how real power is maintained - negotiated for and earned - and the machinations of others impacting those things. It is a fun fun story, that has a protagonist which isn't human and more of a “dungeon” but only in a somewhat loose way compared to say other stories in this genre.

Still worth the read, I really got caught up in the pages. Will read next one!!!

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