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The Laboratory Createspace Independent Publishing Platform

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 Other Core Independently Published

David knows all about working in a dead-end job. At least he thinks he does. After a freak accident in the barren wilderness of the Australian outback, he finds himself confronted with the true meaning of the term. David is now a dungeon core, charged with producing armies of minions and ensuring his domain is a place where the unworthy go to die. But the accident not only transformed David, it fractured him. Part of his psyche still remains with his broken body. When an interloper wrestles control of the dungeon away from him, David must brave real-world perils to ensure that both he and the dungeon he has become will survive. Can David withstand the breaking of his body and ravaging of his soul? Will he reunite with his dungeon self in time to destroy the menace trying to take over his dungeon? There's only one way to find out—read *Dungeon Configure* today

Dungeon Crawl Classics Role Playing Game Dungeon Core 101

In a distant world five times the size of planet Earth, dungeons and their dungeon cores have become the top of the food chain. Millions of dungeons inhabit the planet, utilizing the various

human kingdoms as a source of much-needed mana to facilitate their own growth; in turn, the humans delve into the dungeons and acquire their own power in the form of Essence, which allows them to develop and enhance themselves in a multitude of different ways. It is a symbiotic relationship that has lasted centuries and has brought about a measure of peace. Far in the northern wilds where no humans (and therefore - no dungeons) regularly frequent, a young man is left alone when his parents are murdered suddenly and unexpectedly. Now, without friends, family, or even supplies, he embarks on a journey to find out who targeted his parents - and who he needs to enact his revenge upon. Along the way, he discovers something about himself that his parents said was impossible from the moment he was born. Will he learn to control the new powers he has gained, or will his newly awakened dungeon core abilities consume him? Contains LitRPG elements such as statistics and leveling. No harems and no profanity.

Dungeon Crawler Carl Independently Published

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.

Threadbare Volume One Dungeon

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.

The Slime Dungeon Independently Published

What if you got a second chance...as a dungeon. Every beginning is also an end. Rem, the Foxkin Oracle of the Wildwood, knows this better than most, seeing as he is on his second life. Most people don't get another chance at the whole life thing after a stupidly oversized adventurer's hammer uses their head to paint a tree, but a goddess on the Pantheon of the Divine sees great potential in Rem. Granted salvation by his Patron, Rem becomes a Dungeon Core, a magical entity tasked with creating the trials essential to helping adventurers become the true warriors they were meant to be. In his new existence as a Dungeon Core, Rem can create minions to fight for him; design magical loot of immeasurable power to reward those that overcome his obstacles; craft spells that will affect the entire world; and do more for his clan than he could possibly imagine. Well, just as soon as he passes his classes and ranks up. Welcome to Ansith's Academy for Dungeon Training and Combat. Welcome to Dungeon Core 101.

Inverse World Glendaria Awakens Trilogy

Sandra had been a merchant traveling through the human lands of Muriel, though that wouldn't have been her chosen profession. What she would've loved to become was a crafter, producing wondrous creations with her own two hands; however, she didn't want to become a master in just one craft - she was interested in them all.Unfortunately, Sandra was born with a deformity in her hands that made them appear frozen in a claw-like pose; as a result, she couldn't grip anything with any sort of strength or dexterity, meaning that she wasn't able craft anything but the most simple of things that required very little in the way of hand-based manipulation. To top it off, while most people could access and manipulate at least one or two of the basic elemental energies, she could see them all - but was unable to manipulate a single one.Despite these setbacks, Sandra spent the majority of her twenty-six years of life visually learning the processes, techniques, and secret formulas for every aspect of crafting she could discover. And it was that pursuit of knowledge that ultimately led to her untimely death.Reborn in the shape of a tiny Dungeon Core, Sandra learned about the purpose behind dungeons and Cores from an assigned dungeon helper; at the same time, she also discovered that she had much more freedom than most other Dungeon Cores. The repercussions of her mere existence could end up being far-reaching, but the most important thing she learned had nothing to do with the other Cores, the different races, or even the real purpose behind her being brought back to life as a strange glowing gem.Sandra didn't care

about any of that, though - all she cared about was that she could finally do some crafting.This Dungeon Core story contains LitRPG/GameLit elements such as statistics and leveling and a heavy crafting emphasis. No profanity and no harems.

The Dungeon Fairy: Three Lives Createspace Independent Publishing Platform

Following a miraculous resurrection, Fred - the half-Human/half-Dungeon-Core hybrid - managed to reunite with Deecy, his helpful Dire Wolf guide and companion. Not only that, but he was able to perform an equally miraculous resurrection of Eisa, the Human woman that had professed her love for him just moments before the tragic event of their deaths. But would she be the same as she was before, or would she be forever changed by the unique process that had brought her back? Accompanied by a friend from Fred's past, the group journeys to the west in search of the Core Power Guild and the townspeople of Gatecross. Along the way, Eisa discovers the strange new abilities that she now possesses - abilities that are very similar to Deecy's, the shape-shifting Dire Wolf that travels with them. Eventually, they arrive in the Deadlands, a constantly decaying landscape filled with undead monsters of all types; information on the Guild's whereabouts are easily found, but Fred and his friends aren't forgotten by the Nature and Earth Cores that he had inadvertently destroyed. Is anywhere in the world safe enough to create a dungeon that will keep his friends - and those he loves - protected from the threat that the Factions pose to them?Only the broken Shards of the Dungeon Cores he left behind know the answer to that.Contains LitRPG/GameLit elements such as statistics and leveling. No harems and no profanity.

Dungeon Guild: A Litrpg Dungeon Core Adventure Spectrum Publishing

In the many parallel worlds filling the universe, earth is a rare world which possessed the largest amount of 'interference' from other worlds. The most common interference is the summoning of heroes and reincarnation. This story is no different except that in the process of calling the desired people, the efforts of three goddesses were messed with causing the summoned to not be the older brother or the father. Instead a four year old child was summoned.Backed by her love of fairy tales and folklore, we shall see how this young child with the help of her lazy best friend and pet cat will change the very face of the world starting from a tiny cloud and becoming a dungeon filled with any and all fairy tales she had heard of and watched.Following her adventures, what will the coming of her next floor bring

Nobody Dies Penguin Group

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.

The Feedback Loop Dungeon Core 101

The apocalypse will be televised! Welcome to the first book in the wildly popular and addictive Dungeon Crawler Carl series by Matt Dinniman—now with bonus material exclusive to this print edition. You know what's worse than breaking up with your girlfriend? Being stuck with her prize-winning show cat. And you know what's worse than that? An alien invasion, the destruction of all man-made structures on Earth, and the systematic exploitation of all the survivors for a sadistic intergalactic game show. That's what. Join Coast Guard vet Carl and his ex-girlfriend's cat, Princess Donut, as they try to survive the end of the world—or just get to the next level—in a video game-like, trap-filled fantasy dungeon. A dungeon that's actually the set of a reality television show with countless viewers across the galaxy. Exploding goblins. Magical potions. Deadly, drug-dealing llamas. This ain't your ordinary game show. Welcome, Crawler. Welcome to the Dungeon. Survival is optional. Keeping the viewers entertained is not. Includes part one of the exclusive bonus story “Backstage at the Pineapple Cabaret.”

Dungeon World Independently Published

Contains all five books in the Station Cores series:The Station Core - Book 1 The Quizard Mountains - Book 2 The Guardian Guild - Book 3 The Kingdom Rises - Book 4 The Other Core - Book 5 In addition, there are some BONUSSES: Hand-drawn maps (admittedly done by me without much artistic talent) that I used to help me write the series A fun 12k-word short story that combines the Dungeon World and Station Cores universes. Milton Frederick was originally abducted from his apartment to help defend one batch of pacifistic aliens called The Collective against another set of homicidal aliens called Heliothropes...but he never quite made it that far. Instead, during the process where his human consciousness was ripped from his body and inserted into a massive metal contraption called a Station Core, the ship that he was being transported on blew up and he was sent hurtling through space. Crash-landing on an unknown planet with just a foot-and-a-half tall, foul-mouthed, nanite-formed AI guide called ALANNA to tell him what happened, Milton has to come to terms with his new existence as a giant metal egg, defend his hazariously-in-need-of-

repair outer shell from the dangerous local wildlife (including blood-thirsty squirrels), and manage the unique radiation spewing from his damaged internal reactor - all while figuring out how the heck to get off the planet. All of his work building a "dungeon" underground, defending it with makeshift traps, and filling it with small Combat Units may work well enough against the random beasts wandering around, but they're next to useless when something else even more dangerous shows up knocking on his door: people. Not humans, of course, but the local equivalent - Proctans - who are similar enough to Milton's original species...though with one major difference. They all have unique special abilities that looks suspiciously like "magic". However, there is an even bigger threat that looms on the horizon not only for Milton, but all the Proctans as well... Contains LitRPG/GameLit elements such as level progression and experience, optional tables, no harems, and a heavy Dungeon Core emphasis.

Dungeon Lord InfiniBadger Press

Slain by the Gods and reborn as a Dungeon Core, Ace becomes the only dungeon in the world able to resurrect adventurers after killing them and stealing their power. Centered in the battlefield between the six elemental factions, Ace begins his ascension through the ranks of advancement in tandem with the first human to enter his domain. Dungeons of the six factions live symbiotically with humans, each growing in power from interacting with the other, however that quest for power has left the human world in a state of constant conflict- a conflict made exponentially worse by the recent disappearance of Chaos, the seventh elemental God. War is upon the world... and Chaos will reign.

The Crafter's Defense Independently Published

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.

Dungeon World 2 Divine Dungeon

Weapons, power, wealth! All of this can be found within the dungeons of the world. You just need to survive long enough to claim them.

Dungeon Core 101

Do you ever wonder why spirits take the actions they do? What if there was a system of rules they had to follow?Clive Logan is a serial killer; or, to be more accurate, Clive Logan was a serial killer. Caught after a record-breaking streak of murders, he was executed by lethal injection by the state, while thousands of his victims' grieving family members watched. That should've been the end of his emotionless and unfeeling existence - but it wasn't.Sent to Hell - where he enjoyed himself entirely too much - he was singled out to become a Spirit Core, an invisible spiritual entity that eventually ended up back on Earth. At first unfamiliar to him, his new incarnation slowly revealed itself to have its own set of rules, following something not unlike the video games he used to program back when he was alive. At its root, he was tasked with invoking fear upon his new victims - but there was just one problem.Having never felt any emotions before, he had no idea what that meant.Contains LitRPG elements such as level progression and statistics.

Dungeon Life 2

A Dungeon Core's education is a careful mix of having an open mind, a steely determination, a dash of curiosity, and... a certain resilience to explosive forces! After the grueling task of murdering a feral Dungeon and the neardeath experience that came with it, the year has finally begun in earnest at Ansith's Academy for Dungeon Training and Combat. Rem Snowfur has his class load in place, new abilities at his beck and call, an assistant, and a goddess in his corner to boot. With so much working for him, the Foxkin turned Dungeon Core is progressing more swiftly than he could have ever hoped, but will that be enough for Rem to keep up with the

fastapproaching midterms and their fabulous prizes? With the Adventurer's Guild building up their new town at his borders, the task of building up his Dungeon proper, and keeping Ansith not to mention his friends in the dark about his new ally, the margin for error is only getting narrower, and Rem cannot afford to slip up now. He's learned too much and come too far for that. It's going to take more than the risk of death, a few bullies, and the unfortunate secret history of his entire race to stop him from rising to the top. Class is back in session. Don't be late.

Dungeon Born

Can a dungeon who doesn't want to kill anybody survive? In a world where adventurers kill monsters to grow powerful and get treasure, and dungeons kill unprepared, stupid or simply unlucky adventurers to grow more powerful, there is one dungeon who won't do any of that. He

just wants to make friends, and it wouldn't be very nice to kill his friends just because they are a bit slow and really not cut out for this whole adventuring thing. Nearly killing them again and again until they get better at it, that's just being friendly... He'll need these friends to survive Warning: This book is not appropriate for people who can only read books that need warnings about how inappropriate they are. Also it has scenes of sexual violence.

Polyhedral Dungeon

Meet Threadbare. He is twelve inches tall, full of fluff, and really, really bad at being a hero. Magically animated and discarded by his maker as a failed experiment, he is saved by a little girl. But she's got problems of her own, and he might not be able to help her. Fortunately for the little golem, he's quick to find allies, learn skills, gain levels, and survive horrible predicaments. Which is good, because his creator has a whole lot of enemies... Warning: Contains profanity and violence.

The Crafter's Dilemma

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."