

## Danmachi Volume 1 A

In the year 2043, Infinite Dendrogram, the world's first successful full-dive VRMMO was released. In addition to its ability to perfectly simulate the five senses, along with its many other amazing features, the game promised to offer players a world full of infinite possibilities. Nearly two years later, soon-to-be college freshman, Reiji Mukudori, is finally able to buy a copy of the game and start playing. With some help from his experienced older brother, Shu, and his partner Embryo, Reiji embarks on an adventure into the world of Infinite Dendrogram. Just what will he discover and encounter in this game world known for its incredible realism and infinite possibilities?

**MORE LEVELS, MORE PROBLEMS!** Following his defeat of the Minotaur, Bell has reached Level Two--and is the new record holder for the fastest to do so. Suddenly everyone in Orario wants to form a party with him and go adventuring! But with sudden popularity comes many a complication. How will Bell and Hestia know whom to trust? The Familia myth--written by the goddess and lived by the boy--continues!

**INTELLIGENCE IS THE MOST DANGEROUS WEAPON ?** Following a devastating military conflict, countries fight their wars in the shadows. One unusual spy, Klaus, has never failed on the job despite his quirks, and he is building a team to take on an Impossible Mission—one with over a 90 percent chance of failure. However, his chosen members are all washouts with no practical experience. They'll have to use every trick in the book (and some that aren't) to prove they're up to the task!

Having reached a new level of the Dungeon, the Colossal Tree Labyrinth, Bell meets a dragon girl named Wiene who can speak human language. Once he learns she has come under attack from humans and monsters alike, he vows to protect her. This decision brings chaos to the capital as the two navigate ruthless hunters, the irremediable strife between monsters and humans, and the plans of the Guild's true leader. The bizarre situation shakes humans, monsters, and deities to the core in volume nine!

Orario has erupted in fear and bewilderment as weapon-wielding monsters appear above ground. This Irregular is drawing every power residing within the city into a whirlwind of trouble. For Loki Familia, this seems like the best lead they have so far in their search for the key to the man-made dungeon. The Sword Princess steels herself as they begin their search, but in this fateful battle that revolves around people and monsters, Aiz will have to grapple with much more than she bargained for.

"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--?!

After Mikoto ventures into Orario's pleasure quarter on a lead to find her long-lost friend, Bell, Lily, and Welf decide to join the search! Unfortunately, Bell's hardly comfortable in such an unfamiliar environment, and after he gets separated from the group, he soon finds himself in a part of Orario he never knew existed. There, he spies a beautiful girl with foxears and a tail, but little does he know, she's exactly who Mikoto's been looking for...

The prophecy of despair continues... When an unprecedented calamity on the twenty-seventh floor leaves Bell and Lyu stranded, Bell's party needs to keep fighting without him. With their route to the surface lost and Hestia Familia's captain missing in action, Lilly must take command to ensure they all make it home alive. Ten floors below, Bell and Lyu are injured and alone, forced to struggle against the harshest challenge the Dungeon has to offer, which puts their very lives on the line. Bell has never been this deep down before nor completely unprepared, meaning Lyu's knowledge and strength are essential to their survival. However, the forlorn elf finds herself standing on the border between life and death, bound by her past, remembering once again exactly how her devotion to justice died so many years ago...

Sometimes carrying out justice requires...cross-dressing?! When a troubled couple tells the story of how their daughter was taken to pay off a gambling debt, Lyu's conscience and the legacy of Astrea Familia compel her to take action! The many skills Lyu learned as an adventurer are formidable, but she'll need more than brute force to challenge the influential Grand Casino. Unable to sneak or fight her way inside, Lyu puts all her trust in Syr's rescue plan: Go through the front door posing as Count Maximilian and his beautiful wife!

**New Beginnings in Familiar Lands** After a horrific accident put her on life support, the last vestige of freedom Keina Kagami had was in the VRMMORPG World of Leadale. When she wakes up in the body of her game avatar, though, Keina--now Cayna--finds that the worries of her old life appear to be a thing of the past, but somehow this new land doesn't seem to be quite the Leadale she remembers...

The school-city of Rokka--also known as "Asterisk." Here boys and girls of the Starpulse Generation all compete in the Seibusai--the "star battle festival," fighting for glory on the greatest combat entertainment stage of the world. Ayato Amagiri has just arrived at one of these academies at the express invitation of its student council president, but when he begins his career by making a dangerous enemy, his life on Asterisk is off to a rough start!

Pursuing his desire to become stronger, adventurer Bell Cranell has become pupil to the brilliant swordswoman Aiz Wallenstein. Though he initially despairs about the vast gulf between their abilities, he gradually begins to improve. And as he does, a certain goddess's devious plan advances, and with it, a dark shadow approaches. The familia myth--walked by the boy and written by the goddess--continues!

The time for the final battle has come. These young women--these adventurers--are preparing for the ultimate struggle. No matter who wins, who loses, who lives, who dies, there will be no glory or riches to win. Those who fall shall not be remembered in the annals of history. Even so, they stand strong in the face of the greatest evil the world has seen in 1000 years. This is the story of one more familia...

I've got my eye on you... With the help of his new supporter Lilliluka, novice adventurer Bell Cranell is making progress deeper into the Dungeon. With new equipment and new allies, he thinks things are finally starting to go his way...but he's dead wrong! Bell's in a panic, Lilliluka's being cryptic, and Hestia's drunk! The trouble never seems to end in this third volume of the hit comedy-fantasy series!

Bell finally reaches the 11th level of the Dungeon to face his fated opponent--the monster responsible for his humiliation, the Minotaur. The memories of his flight and his failure assault him even as he confronts the deadly beast. Will the heroic drive that Aiz Wallenstein inspired within him be enough to defeat the Minotaur? Maybe, maybe not, but either way he's going to need some help from a new friend...

The Rakian Kingdom is on the march, a thirty-thousand-strong army headed by Ares, God of War. The target of their sudden invasion is none other than the world's greatest metropolis, Labyrinth City Orario. As the armed menace approaches in thunderous lockstep, the city's inhabitants can do nothing but...continue about their completely peaceful lives??? A prum proposes marriage, one sweet boy becomes a bodyguard, the city girl's secret comes to light, while mortals and gods alike are swept up in romance--these are the ordinary days of timeless deities and their dazzling children in the fateful city of Orario!

"Hestia, I challenge you to a War Game!" "What's with you, Apollo?" A War Game--an all-out proxy war between gods, and the winner takes all. But what is it that Apollo wants? Hestia's beloved Bell Cranell, of course! With a week to go until the Game, things are bleak enough, but then Lilly is kidnapped by the Soma Familia. The outlook isn't good, but Bell has made many friends through his adventures, and they won't stand idly by. The familia myth continues!

After leading his band of novice adventurers in battle against the wolf that attacked the nearby village, Roland sets off on his own to slay the other beasts that joined in the massacre. But as he dispatches the rest of the monsters, his next target--the man pulling all the strings--lurks in the shadows, watching and waiting...

Bell, along with his adventuring party of Welf the swordsmith and Lilly the supporter, has made it into the middle floors of the Dungeon, but the schemes of another party have stranded them there! Hestia's going to need to send help, but will the rescuers arrive in time to save Bell and his friends from the monster that's got them cornered? The familia myth of the boy and the goddess continues!

Aiz Wallenstein, the Sword Princess, is known as one of the most powerful warriors from one of the most powerful groups in the city of Orario: Loki Familia. With them, she ventures into the deepest parts of the labyrinthine Dungeon beneath the city, stalking the monstrous denizens that lurk there and vanquishing them with the blazing light of her sword. But when she meets a certain white-haired boy, the encounter will change both of them forever...

Seeing the future always comes at a cost! Someone has been murdered. The prime suspect in the latest crime to rock Rivira is the elf Gale Wind, now a blacklisted fugitive with a bounty on her head. After hearing this shocking accusation, Bell and his friends prepare to pursue her in order to clear her name. On the eve of their journey, Cassandra recalls a terrible dream that portended seventeen prophecies--and if they come true, the people she cares for most will die. Her solitary battle against ruin begins as Bell chases a Lyu consumed by a thirst for revenge!!

In Orario, fearless adventurers band together in search of fame and fortune within the monstrous underground labyrinth known as Dungeon. But while riches and renown are incentive enough for most, Bell Cranel, would-be hero extraordinaire, has bigger plans. He wants to pick up girls. Is it wrong to face the perils of Dungeon alone, in a single-member guild blessed by a failed goddess? Maybe. Is it wrong to dream of playing hero to hapless maidens in Dungeon? Maybe not. After one misguided adventure, Bell quickly discovers that anything can happen in the labyrinth--even chance encounters with beautiful women. The only problem? He's the one who winds up the damsel in distress!

Based on the cult hit game, the novelization of Yume Nikki follows a lonesome girl into the bizarre dreamscapes that await her when she falls asleep. Opening doors and wandering aimlessly, is she really as alone as she thinks?

IT'S AN HONEST-TO-GODDESS DATE! ?After every Elegia, there must be a Goddess Festival. The celebration of the harvest is meant to clear away the somber mood hanging over the city and bring about joy and laughter. The festival promises to be anything but fun for Bell, though, after a love letter is hand delivered to him by a high-ranking member of Freya Familia--and it's from Syr of all people! What's Syr's connection to one of the strongest familias in the city? Why did she choose this moment to ask him out? And what will his answer be?!

"After all, my goddess once told me that resting is part of an adventurer's job." After going deeper than they've ever gone before and surviving the dangers of the Dungeon, Bell and his companions have more than earned themselves a respite. In the warm sunlight and safety of the surface, everyone has a moment to sit and reflect on just how much they've changed. Bell's thoughts return to the day everything began. Hestia remembers her trials after leaving the heavens. Lilly thinks of the cindery past she has overcome. Welf gazes into the sky but sees days long gone. Eina's scarred heart reminds her of what she's lost. Lyu mulls over her oath to uphold justice. Mikoto and Haruhime relive the peace of their youth. These are the stories of where they all came from and how far they've come...

Ranking Up to Level 2 following his victory over the Minotaur, Bell Cranell receives a title: Little Rookie. With a nickname and a new skill under his belt, Bell is more eager than ever! There's just one problem--he needs some new armor...not to mention new members for his party! Will his quest for one lead him straight to the other?

Balsa was a wanderer and warrior for hire. Then she rescued a boy flung into a raging river -- and at that moment, her destiny changed. Now Balsa must protect the boy -- the Prince Chagum -- on his quest to deliver the great egg of the water spirit to its source in the sea. As they travel across the land of Yogo and discover the truth about the spirit, they find themselves hunted by two deadly enemies: the egg-eating monster Rarunga . . . and the prince's own father.

And so the boy begins to run again. Bell has grown through combat with his greatest rival. A rank up, a denatus, a new nickname...as he draws attention from the people and deities of Orario, the young adventurer receives a letter. "A mission...an expedition?" Bell has reached a higher level, and he must therefore take on an even more challenging adventure. The order from the Guild leads him toward a new stage. And so, a faction alliance sets out for the Dungeon. Alongside his companions, Bell faces new floors, new monsters, and new unknowns.

After saving the young dragon girl Wiene, Bell's name has become synonymous with "greedy", "despicable", and "traitor." He and his familia have completely lost the trust and respect of everyone residing in Orario. There's no time for him to feel sorry himself when his newfound monstrous friends, the Xenos, need his help to get home. But now that the the greatest obstacle in their way is

Loki Familia, does Bell have what it takes to raise a fist against his beloved idol, the Sword Princess Aiz Wallenstein?

Overcoming the countless dangers and perils of the Dungeon, Bell and his friends have finally made it back to the surface. After all they've achieved, there's no doubt that all of them have grown stronger and wiser. With the clamor of battle behind them, everyone finds the chance to think back to where it all started as a brief peace visits the land where heroes are born...

When the story begins without its hero Kimihiko Kimizuka has always been a magnet for trouble and intrigue. For as long as he can remember, he's been stumbling across murder scenes or receiving mysterious attache cases to transport. When he met Siesta, a brilliant detective fighting a secret war against an organization of pseudohumans, he couldn't resist the call to become her assistant and join her on an epic journey across the world. ...Until a year ago, that is. Now he's returned to a life that is normal and tepid by comparison, knowing the adventure must be over. After all, the detective is already dead.

Featuring the stunning work of Kiyotaka Haimura! This collection of illustrations, rough sketches, and more is sure to please any diehard lovers of the beautiful artwork decorating the covers and pages of *Is It Wrong to Try to Pick Up Girls in a Dungeon? On the Side: Sword Oratoria!* Included are a long format interview between Kiyotaka Haimura and the author Fujino Omori, an exclusive short story, and illuminating scribbled commentary by Kiyotaka throughout!

After the dangers of the battle on the fifty-ninth floor, Aiz and party expect their journey back to the surface to be a piece of cake. Unfortunately for Loki Familia, the Dungeon has additional trials in mind...Faced with dwindling supplies and many wounded companions, the expedition team takes shelter in Under Resort on the eighteenth floor to rest and recuperate. They've just begun to formulate a plan when an unexpected visitor arrives—none other than the newly minted Level 2 adventurer Bell Cranell and his party! Will his sudden appearance help or hinder Loki Familia's way home...?

The Dungeon calls adventurers deep into its labyrinth in search of personal growth, strength, and experience. But the Dungeon is a tough master—one wrong move, one bad choice, and permanent death awaits. Lefiya, Bete, and Filvis arrive at the twenty-fourth-floor pantry looking for Aiz but instead stumble upon Hermes Familia in distress. A deadly foe has the adventurers up against the ropes and struggling to stay alive. They've uncovered the mystery of the carnivorous flower monsters but are losing hope they'll make it back to the surface to warn Orario. Can they escape the Dungeon, or will it finally have the last word?

Aiz is stronger than ever, but she has never been more restless. The blackrobed "client" who lured Lulune Louie into a dangerous job is roping in the Sword Princess with a quest she can't refuse. She knows full well how wary she should be, considering this person's last job ended in an adventurer's brutal murder, monsters attacking Rivira, and Aiz's battle with a distressing monster tamer who confronted her with a name no stranger should know. But when she is offered clues that could lead to revealing her new enemy's identity, Aiz launches herself headfirst into the Dungeon—alone. Loki Familia is quick to chase after their idol once they find out what she's up to, but nothing can prepare them for the incomprehensible dangers lying in wait for them.

THE SEARCH FOR LOVE IS ON! A fey mood strikes Freya, sparking a new quest to find her Odr, the one destined to stand forever by her side. Naturally, her followers are against it. They remember all too well the disaster that her last adventure turned out to be. Unfortunately for them, such a minor setback has never been enough to stop the goddess of beauty from following wherever her heart leads—which, this time, happens to be the sandy dunes of Kaios. Freya is eager to spread her wings to see what discoveries this new land has to offer, even as her familia frantically searches for her, no matter the cost...!

JINWOO SUNG, OFFICIALLY S RANK ?Leveling up in C-rank dungeons has become next to impossible for Jinwoo. But an E-rank hunter attempting anything higher? Well, that would raise some serious red flags...so the time has come for a reevaluation. And when the results are back, it's official—Jinwoo is the tenth S-rank hunter from South Korea! An entirely new world, brimming with powerful magic beasts and elite hunters, is now open to him. But before he can immerse himself in it, there's something absolutely vital he has to do...

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