

## Arifureta From Commonplace To Worlds Strongest Volume 1

On the way to Haltina, Hajime and his party discover that Aiko has been kidnapped. Hajime rushes to the Divine mountain to save her, but a powerful foe bars his path. In the end, who will reign supreme? The Monster of the Abyss, or God's Apostle?

Betrayed and abandoned, Hajime has been reborn in the crucible of the Great Orcus Labyrinth. The once meek high-schooler has become a tough-as-nails avenger who will do whatever it takes to fight his way back home. To do that, he must first conquer the very bottom-most depths of the Labyrinth--and before him stands its prisoner, a beautiful young woman who claims royal, immortal blood. Does he dare trust anyone on his bloody road to salvation?

Seventeen-year-old Hajime Nagumo is your average, everyday otaku. However, his simple life of pulling all-nighters and sleeping in school is suddenly turned upside down when he, along with the rest of his class, is summoned to a fantasy world! While the rest of his class are blessed with godlike powers and tasked with saving the human race from extinction, Hajime's job, a Synergist, only has a single transmutation skill. Will he be able to survive in this dangerous world of monsters and demons with only a glorified blacksmith's level of strength?

**OF GUNS AND GOLEMS** Along with their new rabbit-eared companion, Hajime and Yue are ready to challenge one of the world's most perilous dungeons: the labyrinth of Miledi Reisen. As one of the ancient Liberators, Miledi boasted tremendous power, and her sadistic, trap-riddled lair won't go down easy. Inside its confines, Hajime and company find themselves unable to use any of their magic—but he won't back down from the challenge. No matter what stands in his way, Hajime will fight his way back home to Earth!

Long before any child of Earth came to the world of Tortus, the Liberators fought their own war: a struggle against the gods themselves. Oscar Orcus was never the type to seek out that kind of conflict. He lives a simple life as a magical craftsman. But when the powerful magician Miledi Reisen barges into his life, he's swept up into the tides of history. When the two of them meet, sparks fly that will set the whole world ablaze!

Hajime and his companions have returned to the town of Ur, where a horde of demons looms just over the horizon. The town might not mean anything to him, but after hearing a heartfelt plea from his old teacher, Hajime decides to try saving it. Bolstered by the overwhelming power of the dragonborn princess, Tio, Hajime's party stands against an entire army all by themselves!

Arifureta: From Commonplace to World's Strongest (Light Novel)Seven Seas

**CHILLED TO THE BONE** Having finally found a way home, Hajime and his party head to the final labyrinth—the Frost Caverns. Its frigid depths hold the last ancient magic they need to return to Earth, but upon entering the caverns, a strange presence unsettles the party and splits them up, and they become lost in a maze of ice. Separated from the others, Shizuku is forced to fight a copy of herself. Will she be able to overcome this trial and surpass her limits?

With all the trials of Miledi Reisen behind them, Hajime and company set out to conquer all the labyrinths of the ancient Liberators. Along the way, he runs into an unexpected reunion—someone who recognizes Hajime from his old life back in Japan. But the new Hajime is a man on a mission, and not even the arrival of an ancient, deadly dragon can keep him from his goal!

**ONE MAN ARMY** Hajime and his companions have returned to the town of Ur, where a horde of demons looms just over the horizon. The town might not mean anything to him, but after hearing a heartfelt plea from his old teacher, Hajime decides to try saving it. Bolstered by the overwhelming power of the dragonborn princess, Tio, Hajime's party stands against an entire army all by themselves!

With the Haulia clan's battle behind them, Hajime and the others return to Verbergen. Amidst the cheers of the freed beastmen, Hajime is forced to reexamine his relationship with Shea. Still unsure of his own feelings, he heads to the next labyrinth, the Haltina Woods. But this time there's a challenge like no other lying in wait; the party is forced to deal with impostor doppelgangers of themselves! Will they be able to find their way through the most difficult labyrinth yet as Hajime and the others' bonds are tested like never before?!

A backstory series for Arifureta: From Commonplace to World's Strongest, the hit franchise that's now an anime! (And check out the manga version of this series, too!) Third-rate Synergist Oscar Orcus wants only to live a peaceful life, raising money to support the orphanage he grew up in. All of this changes when the whirlwind that is Miledi Reisen storms into his life. Miledi, seeing Oscar's hidden potential, wants to recruit him for her mission to defeat the gods. Oscar wants no part of this—but when the orphanage suddenly comes under attack, he may have no choice!

**NEW FRIENDS—OR NEW FOES?!** Peace in the wake of the battle at Andika is shattered by news that the hidden village in the Reisen Gorge has been destroyed! Rushing to the scene, Miledi is confronted by a mysterious man who introduces himself as Vandre Schnee, another user of ancient magic. Vandre is willing to join the Liberators—but only if Miledi and the others agree to travel to the demon kingdom of Igdor. Who is this mysterious man, and can they trust him?!

With the battle at the capital settled, Hajime's next destination is the empire. Together with Lilliana and Kouki, he takes to the skies with his newly built airship. Kouki still has his misgivings, wondering why it is that Hajime doesn't use his power for the 'right' reasons. However, he doesn't have time to dwell on it long, as in the middle of their journey, Hajime discovers that the Haulia have been fighting against both the empire and the demons, and that Verbergen has been sacked. Suddenly, Hajime has a new reason to head to Hoelscher's capital.

Spurred on by the dark secrets of her past, the bubbly Miledi Reisen invited Oscar Orcus to join her quest to upend the order of the entire world. Hoping to protect his beloved family, Oscar refused—but when dark forces answering to the Holy Church threaten the livelihood of his younger siblings, his decision quickly changes. Confronted with the atrocities of the Holy Knights, it's time for Oscar to reveal his true power! Spellfire and brimstone erupt as zealots battle heretics. The strongest synergist emerges from obscurity!

Along with their new rabbit-eared companion, Hajime and Yue are ready to challenge one of the world's most perilous dungeons: the labyrinth of Miledi Reisen. As one of the ancient Liberators, Miledi boasted tremendous power, and her sadistic, trap-riddled lair won't go down easy. Inside its confines, Hajime and company find themselves unable to use any of their magic—but he won't back down from the challenge. No matter what stands in his way, Hajime will fight his way back home to Earth!

**THE NEXT LABYRINTH** With the addition of Kaori into their party, Hajime and his friends make for the coastal city of Erisen. While crossing the Gruen Desert, they meet a young man on the hunt for a cure to a mysterious disease that has struck his people. A mineral known as stillrock holds the key to saving his country, but it can only be found inside the Grand Gruen volcano. Hajime agrees to help him procure some, and the party begins their quest to conquer yet another

labyrinth. But along the way, they meet the most unexpected foe...

Hajime's life is one over-the-top adventure after another, but against all odds, Shea manages to convince him to take a break from all the madness and go out on a date. Unfortunately, trouble has a way of finding Hajime regardless. The two of them wind up face-to-face with Myu, a young mermaid who's fallen into the clutches of a nefarious organization. Does Hajime maybe have a huge paternal soft spot for this little aquatic girl...?

**THE EMPIRE AWAITS!** With the battle at the capital settled, Hajime's next destination is the Empire. Together with Lilliana and Kouki, he takes to the skies with his newly built airship—only to discover that the Haulia have been fighting against both the empire and the demons, and that Verbergen has been sacked. Suddenly, Hajime has a new reason to head to Hoelscher's capital!

**THE FINAL TRIAL** The end of Hajime's journey is finally in sight, his long-awaited dream of returning home almost in his grasp. But one last obstacle stands in their way: Yue, Shea, Tio, and Kaori must still defeat their doppelgangers before the quest can come to a close. With all of the baggage they're carrying with them, will they be able to accept themselves for who they are?

With the addition of Kaori into their party, Hajime and his friends make for Myu's hometown, the coastal city of Erisen. While crossing the Gruen Desert, they save a young Ankajian man, Bize, from a sandworm attack. Apparently, he was searching for a cure to the mysterious disease that has struck his people. His travels led him to conclude that a mineral known as stillrock held the key to saving his country, but it can only be found inside the Grand Gruen Volcano, a labyrinth far too dangerous for most. Hajime agrees to help Bize procure some, and the party begins their quest to conquer yet another labyrinth. But along the way, they meet a most unexpected foe...

The end of Hajime's journey is finally in sight. So long as he and his comrades can overcome this final trial, his long-awaited dream of returning home can be realized. But one last obstacle stands in their way: Yue, Shea, Tio, and Kaori must still overcome their copies. With all of the baggage they're carrying with them, will they be able to accept themselves for who they are?

Meetings old and new await our hero, who has begun to walk down the path of the world's strongest. Along with some farewells... After clearing the Reisen Labyrinth, Hajime and Yue welcome Shea into their party and make for the independent city-state of Fuhren. They get roped into helping the adventurer's guild look for a certain missing person, leading to an unexpected reunion with someone Hajime thought he'd never see again. Shortly thereafter, Hajime has a run-in with one of the strongest creatures in the world, a black dragon. Does Hajime have the resolve to bear the burden of being the strongest!?

Reborn in the tempering fires of the Labyrinth, Hajime emerges from its depths with the secret knowledge of those who once defied the gods. Even if he was chosen as a hero, all Hajime really wants is to go back home to Earth. It won't be an easy trip. Together with his lover and ally, the immortal Yue, he departs for the next step on his journey: the forest of the beastmen. Unfortunately, there are a few ride-alongs...not least among them a gorgeous, clumsy, and uniquely annoying rabbit-girl.

An apostle of the false god Ehit descends upon the Liberators, prepared to inflict death and destruction without mercy. The Liberators came to the desert to recruit Naiz, the wielder of ancient spacial magics, but his refusal leaves them alone against an overwhelming foe. Do Oscar and Miledi have what it takes to survive the ruthless onslaught of a divine emissary?

Hajime and the beautiful women around him pause their epic fantasy adventures for some slice-of-life comedy. Follow the everyday antics of the crew in this new collection of 4-panel manga!

A compilation of all the extra short stories written for the early volumes of Arifureta, along with one brand new short story written specifically for this volume! After clearing the Sunken Ruins of Melusine, Hajime and the others encounter a massive creature, and are transported to a strange new world. Separated in transit, our heroes start searching for each other, and a way out. But though they don't know it, a miraculous encounter is waiting for them at the end of this journey!

At long last, Hajime has conquered all seven labyrinths and crafted a way home for himself. But as he and his friends leave the Frost Caverns, they find a massive army of apostles waiting for them. Leading the pack is Freid, and he's come to invite them to the Demon Lord's castle. Though Hajime is reluctant, Freid has taken his old classmates, as well as Myu, hostage. Left with no choice, he follows Freid to the seat of the demon empire's power. What new secrets will be waiting for him there, and will he be able to survive the final game Ehit has prepared for him?

The bestselling fantasy light novel comes to print for the first time! Seventeen-year-old Hajime Nagumo is your average, everyday otaku. However, his simple life of pulling all-nighters and sleeping in school is suddenly turned upside down when he, along with the rest of his class, is summoned to a fantasy world! They're treated like heroes and tasked with the duty of saving the human race from utter extinction. But what should have been any otaku's paradise quickly turns into Hajime's nightmare. While the rest of his class are blessed with godlike powers, Hajime's job, Synergist, only has a single transmutation skill. Ridiculed and bullied by his classmates for being weak, he soon finds himself in despair. Will he be able to survive in this dangerous world of monsters and demons with only a glorified blacksmith's level of strength?

**A PIRATE'S LIFE** Hoping to recruit the fabled Saint of the Western Seas, Miledi leads the party to the island city of Andika. There, they encounter pirate queen Meiru—at the same moment that the Holy Church sends a force to the island to exterminate Meiru's crew! Tension sparks as three different factions come face to face on the island, and the possibility of battle seems nigh...

**DOWN THE RABBIT HOLE** The Great Orcus Labyrinth lies vanquished—Hajime and Yue return triumphant to the surface. Unfortunately, it's only the first step on a long journey back home to Earth, and there's no rest for the weary. A bunny girl named Shea Haulia appears, declaring that she has seen the future: only Hajime can save her tribe from extinction! Hajime's no hero, but maybe he'll play the part, just this once...

**SAVE THE QUEEN** The Liberators have a new mission: protect Queen Lyutillis Haltina of the beastmen republic from the fanatical armies of the Church. The Church will stop at nothing to carry out their god's orders and kidnap Lyutillis, last of the seven ancient magic users. But not all the Liberators can reach the republic before the Church lays siege. Now, Miledi, Naiz, and Meiru must

hold out until help arrives—and they must hope their friends return before the Church's own divine backup descends.

After being summoned to a new world and thrown down into the depths of hell, Hajime Nagumo met Yue and together they conquered the Great Orcus Labyrinth. The pair was planning on taking it easy on the surface for a little bit, but a meeting with the bunny girl Shia Haulia throws a wrench into those plans. She has the peculiar power to see the future, and according to her, Hajime's the one saving her family in her visions! Hajime was planning on refusing, but it appears she might be able to help him on his quest to return home. And so, the adventure continues in Reisen Gorge.

Having finally found a way home, Hajime and his party head to the final labyrinth--the Frost Caverns. There, in that frigid land, the party seeks out the last ancient magic they'll need to go back to Earth. Upon entering the caverns, a maze of ice and an ever-present sinister whispering chips away at their concentration. As they proceed through it, the party is split up. Separated from the others, Shizuku is forced to fight a copy of herself. Will she be able to overcome this trial and surpass her limits?

A backstory series for Arifureta: From Commonplace to World's Strongest, the hit franchise that's now an anime! (And check out the manga version of this series, too!) Before Hajime was transported to Tortus, the Synergist Oscar Orcus was having his own adventure--but not willingly! Oscar is a simple working man, keeping his head down to earn his money and support an orphanage, until Miledi Reisen bursts into his life. She wants Oscar to join her in a quest to defeat the gods. Oscar refuses to chase after that kind of danger...until that kind of danger finds its way to him.

**THE FINAL SHOWDOWN BEGINS** At last, Hajime has conquered all seven labyrinths and found a way home. But a massive army of apostles awaits him outside the Frost Caverns--led by Fried, supreme commander of the demon army. Fried has an invitation for Hajime, one he can't refuse: come to the Demon Lord's castle, or lose his old classmates...and Myu. Left with no choice, Hajime surrenders. Little does he know, terrible secrets await him in the heart of the demon empire, and the revelation of Ehit's true plan may destroy him once and for all. The manga adaptation of the bestselling light novel series--and don't miss the anime and spin-offs! When a classroom of students is transported to another world to act as its saviors, Hajime Nagumo finds himself the weakest link. As his friends and classmates are granted strong classes and impressive abilities due to their existing skills, he is given the weak title of Synergist. When a dungeon quest leaves him separated from his group, Hajime must discover his own talents or be left to rot in this world forever.

The manga adaptation of the bestselling light novel series--with an anime coming in 2019! Seventeen-year-old Hajime Nagumo is your average, everyday otaku. However, his simple life of pulling all-nighters and sleeping in school is suddenly turned upside down when he, along with the rest of his class, is summoned to a fantasy world! While the rest of his class are blessed with godlike powers and tasked with saving the human race from extinction, Hajime's job, a Synergist, only has a single transmutation skill. Will he be able to survive in this dangerous world of monsters and demons with only a glorified blacksmith's level of strength?

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