

The Hidden Dungeon Only I Can Enter Vol 2

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Hidden Crypts

When he turns fourteen, Akira discovers that he is a shiki tsukai, a warrior with the power to control the seasons, and he soon meets the beautiful Koyomi, another warrior sworn to protect him from evil forces intent on destroying him.

Suppose a Kid from the Last Dungeon Boonies Moved to a Starter Town 1 (Manga)

TWO CAN BE AS BAD AS ONE! Loner life in the forest was hard enough for Haruka, but now he has to make his way through the big city! Tasked with protecting his classmates from ruffians and delinquents, our hero wants nothing more than to just relax on his own terms. Unfortunately for him, the savvy class rep

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has him on a tight leash! But worry not, this loner's got plenty of tricks up his sleeve! Whether it's enchanting magical items, acquainting himself with the adventurer's guild, or finding a VERY unconventional way to fly through the sky Haruka's ready to keep on fighting through any situation that comes his way!

Dungeon Born

Get ready for Book 5 in the ongoing chapter book series based on Minecraft! The adventures continue in the fifth official Minecraft chapter book based on the most popular video games of all time. When Po, Morgan, and three of their fellow Minecraft players track the Evoker King to his home in the heart of a perilous dungeon, they have to gear up for an epic fantasy quest filled with danger, dragons, and hostile mobs. Meanwhile, in the real world, the school play seems to be full of its own traps and troubles. Are Po and his friends doomed in both worlds?! © 2020 Mojang AB and Mojang Synergies AB. MINECRAFT and MOJANG are trademarks or registered trademarks of Mojang Synergies AB.

Buck Naked in Another World (Light Novel) Vol. 2

DRYAD IN DISTRESS As a full-time student and adventurer, Noir spends his days fighting monsters, studying for exams, and flirting to power his special skills. Whenever he can, he returns to the hidden dungeon to continue his secret training. But something unexpected awaits him on the dungeon's seventh floor—a vast forest, a young girl named Dryade, and the monster who wants to devour her!

The Scarlett Letters

Jenny Nordbak takes us to a place that few have seen, but millions have fantasized about, revealing how she transformed herself from a USC grad lacking in confidence into an elite professional dominatrix who finds her own voice, power and compassion for others. On an unorthodox quest to understand her hidden fantasies, Jenny led a double life for two years. By day she was a construction manager, but at night she became Mistress Scarlett. Working at LA's longest-running dungeon, she catered to the secret fetishes of clients ranging from accountants to movie stars. She simultaneously developed a career in the complex and male-dominated world of healthcare construction, while spending her nights as a sex worker, dominating men. Far from the standard-issue powerful men who pay to be helpless, Mistress Scarlett's clientele included men whose fantasies revealed more complex needs, from "Tickle Ed" to

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"Doggie Dan," from the "Treasure Trolls" to "Ta-Da Ted." The Scarlett Letters explores the spectacularly diverse array of human sexuality and the fascinating cast of characters that the author encountered along the way.

The Hidden Dungeon Only I Can Enter (Manga) Vol. 2

ONE BIG FAT LIE AND A FEW TWISTED TRUTHS Even in his past life, Cid's dream wasn't to become a protagonist or a final boss. He'd rather lie low as a minor character until it's prime time to reveal he's a mastermind or at least, do the next best thing-pretend to be one! And now that he's been reborn into another world, he's ready to set the perfect conditions to live out his dreams to the fullest. Armed with his overactive imagination, Cid jokingly recruits members to his organization and makes up a whole backstory about an evil cult that they need to take down. Well, as luck would have it, these imaginary adversaries turn out to be the real deal-and everyone knows the truth but him!

The Hidden Dungeon Only I Can Enter (Light Novel) Vol. 3

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.

Into the Dungeon

Learn the tragic origins of the wicked Arch-Illager in this official Minecraft novel, a prequel to Minecraft Dungeons! Brave heroes have banded together to take a perilous journey through the war-torn

Overworld to defeat the Arch-Illager and his formidable army. But how did that army come to be? And just where did the Arch-Illager come from? The terrible truth behind the Arch-Illager is that he never asked for ultimate power. Known as Archie, this little Illager is bullied by his fellow Illagers and mistrusted by fearful Villagers. Archie only ever wanted a place to call home, but he finds himself shunned by all. As he wanders through deep forests and up craggy mountains, he stumbles upon a dark cavern—with a sinister secret waiting inside. Archie discovers an object that whispers to him promises of power: the Orb of Dominance. With it, Archie realizes he can wield incredible magic and reshape a world that turned its back on him. All he needs to do is exactly what it tells him . . . After all, it's called the Orb of Dominance for a reason, right? But is it named for the way Archie uses it—or is it using him?

Dungeon Crawl! (Minecraft Woodsword Chronicles #5)

You have heard tales of a place...a passage hidden away in the ruins of a forgotten castle, full of terrible dangers, and, for those who dare to face them, endless reward... Provisions are gathered, blades sharpened, and, trying to shake the feeling of dread, you set out to find your way...Into the Dungeon. Into the Dungeon is a 100+ page choose-your-own-path game-in-a-book, where all you need to play is a pencil. The reader gets to decide which way to go and how to explore, with hundreds of different paths through the story. On some paths you'll find untold riches, ancient artifacts, strange creatures or secret passages, on others, you'll barely make it out alive (or die horribly.)

The Book of Holding

Special Training in the Secret Dungeon! Hidden dungeons—legendary places that no one knows how to enter—are full of extremely rare items, incredibly dangerous beasts, and strange beings that can grant power beyond measure. Noir, the third son of a penniless baronet, just lost his job. He was contemplating becoming an adventurer when fortune struck only a mile from home, and he opened the entrance to just such a dungeon!

Dragon Eye

Dungeon Party links a fantasy world and the people playing in it. When longstanding personality conflicts erupt, the volatile Randall Keller secedes from Alan Crandall's gaming group. In pursuit of a

coveted prize at an upcoming convention, Alan replaces Randall with two female recruits who reinvigorate the campaign. Randall chooses a darker path by spreading infectious cynicism through the gaming community while plotting his revenge. When the Middle Mirth convention gets underway, Alan's group must stop Randall and his avatar before they devastate worlds both fictional and real.

The World's Strongest Rearguard: Labyrinth Country's Novice Seeker, Vol. 4 (light novel)

OPERATION: PUNISHMENT! After hearing the tragic story of how Ria lost her sword, Touru, Deet, and Shizuku hatch a plan to lure the adventurers who abandoned her down into the dungeon for payback! But this also leads to an incredible new discovery about the nature of Touru's apartment!

The Hidden Dungeon Only I Can Enter (Light Novel) Vol. 3

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

Ascendance of a Bookworm: Part 3 Volume 4

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. "Enchanting . . . Willy Wonka meets The Matrix."—USA Today • "As one adventure leads expertly to the next, time simply evaporates."—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In

the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he's jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he's beset by rivals who'll kill to take this prize. The race is on—and the only way to survive is to win.

NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club "Delightful . . . the grown-up's Harry Potter."—HuffPost "An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart."—CNN "A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader."—Boston Globe "Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that's both hilarious and compassionate."—NPR "[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own."—iO9

Arifureta: From Commonplace to World's Strongest (Light Novel) Vol. 10

The fantasy series about exploring a secret labyrinth that inspired the anime--and don't miss the original light novels, also available from Seven Seas! Noir is the son of a minor noble with very little to his name other than a job offer--which is canceled before he can even start his first day. He does possess one rare trait, though: the magical ability to consult with a great sage, even if using the skill gives him terrible headaches! Unsure of what his future holds, he accesses the sage for advice on how to move forward and is directed to a secret dungeon filled with rare beasts and magical items. It is here that Noir will train, compiling experience and wealth, until he's powerful enough to change his fate.

Heroes' Feast (Dungeons & Dragons)

HORNED ADVERSARY College dropout Yoshida "Shooter" Shuta has survived enslavement, a basilisk, and his first dungeon crawl. Now, he just wants to get back to Apegut village—and to Cassandra, the wife he accidentally abandoned. But all's not well on the home front A minotaur clan lurks on the other side of the lake, and it's up to bare-bottom warrior Shooter to grab the bull by the horns!

Dungeons & Dragons Acquisitions Incorporated Hc (D&d Campaign Accessory Hardcover Book)

Spring is the season when love blooms! Rozemyne's retainers are bursting with energy as they make clothes, attend their debuts, and shine in the new season. The improved printing press is finally completed in the temple workshop, and the variety of available books is steadily beginning to expand. Picture books, collections of sheet music, knight stories—all are now being sold. Their first aim is to further develop the paper-making industry in preparation for the spread of printing across the entire duchy. To this end, Rozemyne's party travels to Illgner, hoping to teach them how to make paper while also researching new materials to use. As the environment around Rozemyne slowly improves, the archduke's older sister arrives for a visit, shrouding Ehrenfest in an air of unease. Everything changes in this volume of this biblio-fantasy as nobles emotionally clash and the conclusion of Part 3 approaches! Including two newly written short stories and a four-panel manga drawn by You Shiina!

Dungeon Party

After secretly training in a hidden dungeon, Noir Stardia managed to pass the entrance exam for the Hero Academy. Yet despite having inherited powerful skills from a legendary adventurer, Noir's lower social standing means that all of the other students are perfectly content to shun him—all, that is, except for Maria, daughter of a duke. But Maria is afflicted with a curse that will cause her to drop dead the instant she turns sixteen and her birthday is only a week away. Can Noir use his newly acquired skills to save her?

Dungeon World

The Hidden Dungeon Only I Can Enter (Light Novel) Vol. 4

Arihito and his party are making tremendous progress towards District Six when the unthinkable happens: a Named Monster attacks the top-ranked alliance Beyond Liberty and steals their leader's soul! Only Arihito's group is capable of defeating this creature and saving the leader's life but what path will they take now that this rival alliance no longer stands in their way?

Suppose a Kid from the Last Dungeon Boonies Moved to a Starter Town, Vol. 2 (light novel)

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In order to live up to her family's high expectations, Mei decides to leave Yuzu and accept an arranged marriage. Though Yuzu is heartbroken, she tries to give Mei space. But when some old friends reappear, the two step-sisters are drawn together once more!

The Hidden Dungeon Only I Can Enter (Manga) Vol. 3

Ever since he left the forest, a boy from another world named Ryoma had been cared for by the duke's family. Rather than take advantage of their generosity, however, he's determined to live independently. Seeking to earn a stable income, he decides that alongside his adventuring job, he'll use his cleaner slimes to open a brand new laundromat! After he sets up his store by himself and hires some excellent employees, the laundromat opens to praise that far surpasses Ryoma's expectations. As business gets busier and more exciting, he also gets ahold of some new familiars in the third installment of this daily life fantasy!

The Hidden Dungeon Only I Can Enter (Light Novel) Vol. 1

The fantasy series about exploring a secret labyrinth that inspired the anime--and don't miss the manga adaptation, also available from Seven Seas! Hidden dungeons--legendary places that no one knows how to enter--are full of extremely rare items, incredibly dangerous beasts, and strange beings that can grant power beyond measure. Noir, the third son of a penniless baronet, just lost his job. He was contemplating becoming an adventurer when fortune struck only a mile from home, and he opened the entrance to just such a dungeon!

Reborn as a Vending Machine, I Now Wander the Dungeon, Vol. 1 (light novel)

Only the elite VIUS squad can kill Dracule---bloodthirsty monsters who were victims of a global virus--and new recruit Leila is determined to find the Dracule who killed her parents, but to do so she must first find the magical weapon "Dragon Eye."

Dungeon Master's Guide II

Noir is determined to enjoy his hard-won summer vacation. He has a new friend in a rival guild, a shop to open, and more levels of the hidden dungeon to explore. But with the thief known as the Phantom on

the loose in town, Noir's peaceful days may soon be stolen. Worse, his best friend Emma may know something about the Phantom--something she doesn't want to tell Noir.

The Empty Box and Zeroth Maria, Vol. 5 (light novel)

A powerful dungeon. A sheep-herder turned Noble. Their path to ascendance through cultivation. Conquering dungeons and using them to grow has long been the most efficient way to become a powerful adventurer. The only thing keeping the process from being easy is the Beasts that inhabit these places. Questions plague those entering this particular place of power: Where do the 'rewards' of weapons, armor, and heavy gold coins come from? Why is a fluffy bunny charging at me? For abyss-sake, why are there so many monsters? Cal has all of the answers to these age-old questions for a very simple reason. He is a Dungeon Core, a soul forced against his will into a magical stone. With the help of an energetic friend, Cal grows a dungeon around himself to bring in new sources of power. When a threat he doesn't fully comprehend bares its many teeth, Cal is determined to survive the attempt on his life. Unfortunately for adventurers, the only way for him to achieve his goal is to eat anyone that enters his depths.

Death March to the Parallel World Rhapsody, Vol. 12 (light novel)

After dying in a traffic accident, I find myself standing near an unfamiliar lake. My body won't move, I can't hear my voice, and when I try to shout in confusion, words that I never expected come out! "Get one free with a winner." I-it seems I've turned into a vending machine! I can only do what actual vending machines can. It's impossible to move by myself, and there's no way for me to have any meaningful conversation-how am I going to survive some fantasy world's dungeon like this?!

The Secret Service, the Field, the Dungeon, and the Escape

When the village you call home exists alongside the most dangerous dungeon in the land, the word "weak" is completely relative in this manga adaptation of the popular light novel series! Optimistic young Lloyd would like nothing more than to achieve his life's dream of becoming a soldier in the capital. Unfortunately, his neighbors and friends consider him the weakest boy in the village and are sure Lloyd will meet his doom the minute he sets out on his foolhardy journey. But no one realizes that by living near the most dangerous dungeon in the land, what the locals consider to be everyday annoyances would be

apocalyptic for anybody else! And when Lloyd defies the townspeople and makes off for a starter town for adventurers, the rest of the kingdom is about to find out just how overpowered Lloyd really is!

Loner Life in Another World Vol. 2 (manga)

Arihito's rearguard skills have safely bumped him and his party up to District Seven faster than any other Seekers in history. Just when their upward trajectory seems unstoppable, new obstacles stand in their way: the district's top-ranked alliance, Beyond Liberty, and its monopoly over the labyrinth's prime territory! The best shot Arihito's group has at progressing any farther involves teaming up with an all-female party-but are two parties better than one? And with the best hunting grounds out of reach, can they earn enough points to make it to the next district?

My Room is a Dungeon Rest Stop (Manga) Vol. 4

Kazuki Hoshino encounters yet another Box--this time belonging to a friend. In order to cancel out this wish, Kazuki must finally use his own Box. But will it be enough?

Citrus Vol. 10

PHANTOM THIEF OF SUMMER Noir is determined to enjoy his hard-won summer vacation. He has a new friend in a rival guild, a shop to open, and more levels of the hidden dungeon to explore. But with the thief known as the Phantom on the loose in town, Noir's peaceful days may soon be stolen. Worse, his best friend Emma may know something about the Phantom--something she doesn't want to tell Noir.

The Eminence in Shadow, Vol. 1 (light novel)

When legend comes to life Other than confronting his chronically low self-esteem, it seems there's nothing Lloyd Belladonna can't do-whether it's withstanding brutal military drills or knocking the wind out of his fellow cadets with one of his beginner spells. Naturally, this includes pulling out the unbudgeable Holy Sword while he's on cleanup dutywhich he promptly mistakes for a piece of trash?! Though Lloyd is too oblivious to know it, his little King Arthur moment will throw an unexpected wrench into the upcoming sorcery tournament, where more absurdities await!

The Hidden Dungeon Only I Can Enter (Light Novel) Vol. 2

80 recipes inspired by the magical world of Dungeons & Dragons "Ready a tall tankard of mead and brace yourself for a culinary journey to match any quest!"—Tom Morello, *Rage Against the Machine* From the D&D experts behind *Dungeons & Dragons Art & Arcana* comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. *Heroes' Feast* includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hommlet Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair perfectly with a side of Otik's famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.

Ready Player One

Noir Stardia, lesser son of an even lesser noble, just lost his job. Without a penny to his name, he decides to enroll in the Hero Academy and improve his career prospects. But he'll need to get a lot stronger to pass the entrance exam. So Noir seeks out a hidden dungeon—a legendary labyrinth filled with strange beasts and rare items—where he can train until he's powerful enough to change his fate!

Shiki Tsukai

A follow-up to the *Dungeon Master's Guide*, designed to aid Dungeon Masters and reduce game preparation time. *The Dungeon Master's Guide II* builds upon existing materials in the *Dungeon Master's Guide*. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include *Complete Adventurer*, *Races of Stone*, and *Unearthed Arcana*. DAVID NOONAN is an RPG

designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with Robin's Laws of Good Gamemastering.

The World's Strongest Rearguard: Labyrinth Country's Novice Seeker, Vol. 3 (light novel)

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons. Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. - Inside you'll find everything you need to live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms--Acquisitions Incorporated. - The 256-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. - You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to explore--and to strip-mine for profit. Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming.

Dungeons and Dragons Art and Arcana

By the Grace of the Gods: Volume 3

Minecraft Dungeons: The Rise of the Arch-Illager

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?

The Hidden Dungeon Only I Can Enter (Manga) Vol. 1

With the demonic threat taken care of, relative peace has returned to the Labyrinth City, allowing the residents to return all focus to the Labyrinth itself. But when the deeper levels of the Labyrinth prove to be more of a challenge than anyone realized, Satou decides it's time for some special training with the Elves!

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