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The Rising of the Shield Hero Volume 13 **Konosuba: God's Blessing on This Wonderful World!, Vol. 13 (light novel)** *Sword Art Online 13 (light novel)* **Didn't I Say to Make My Abilities Average in the Next Life?! (Light Novel) Vol. 13** **Re:ZERO -Starting Life in Another World-, Vol. 13 (light novel)** **Baccano!, Vol. 13 (light novel)** **Durarara!!, Vol. 13 (light novel)** **That Time I Got Reincarnated as a Slime, Vol. 13 (light novel)** **Mushoku Tensei: Jobless Reincarnation (Manga) Vol. 13** Mushoku Tensei: Jobless Reincarnation (Light Novel) Vol. 13 **Sword Art Online 13 (light novel)** *Goblin Slayer, Vol. 13 (light novel)* **Reincarnated As a Sword (Light Novel) Vol. 13** **Goblin Slayer, Vol. 3 (light novel)** Re:ZERO -Starting Life in Another World-, Chapter 4: The Sanctuary and the Witch of Greed, Vol. 1 (manga) Death March to the Parallel World Rhapsody, Vol. 13 (light novel) **So I'm a Spider, So What?!, Vol. 13 (light Novel)** **Overlord, Vol. 13 (manga)** *My Youth Romantic Comedy Is Wrong, As I Expected, Vol. 13 (light novel)* **In Another World With My Smartphone: Volume 13** **Mushoku Tensei: Jobless Reincarnation Vol. 1** **The Promised Neverland, Vol. 13** *Grimgar of Fantasy and Ash: Volume 13* **Durarara!!, Vol. 13 (light novel)** **That Time I Got Reincarnated as a Slime, Vol. 1 (light novel)** **Bungo Stray Dogs Grimgar of Fantasy and Ash (Light Novel) Vol. 13** **Infinite Dendrogram: Volume 13** **Re:ZERO -Starting Life in Another World-, Vol. 12 (light novel)** Arifureta: from Commonplace to World's Strongest (Light Novel) Vol. 13 **To Your Eternity 13** **Dragonar Academy Vol. 13** *Is It Wrong to Try to Pick Up Girls in a Dungeon?, Vol. 13 (light novel)* How a Realist Hero Rebuilt the

Kingdom (Light Novel) Vol. 13 Re:ZERO -Starting Life in Another World-, Vol. 14 (light novel) **Black Summoner: Volume 13** Magical Girl Raising Project, Vol. 13 (light novel) A Certain Magical Index, Vol. 13 (light novel) So I'm a Spider, So What?, Vol. 13 (light novel) Towers of Midnight

Hope never dies. It can only be...reborn! Returning to Echidna's castle of dreams to seek her help, Subaru finds himself face-to-face with not one but six Witches. And while he's still desperately trying to make sense of everything, the final guest appears-the Witch of Jealousy! Trapped among these dangerous women who all have the power to destroy the world seven times over, Subaru is forced to confront his past choices and his future. Right when he thinks there's no path forward, only more death, he realizes help can come from places he never expected... Leaving behind Yume, who has parted ways with the rest of them, Haruhiro and the rest travel on a pirate ship to the free city of Vele. There, they decide to make their way towards the still-distant Alterna by defending the suspicious trader Kejiman's caravan. Their journey goes surprisingly well. Or so they think, until they encounter the legendary Leslie Camp... or at least a massive tent they think might be it. In what may be a twist of fate, they set foot inside it, and...?! "Haruhiro... welcome to Parano." Led on by a mysterious individual in a raincoat, their mysterious adventure into the next world, Parano, begins! A DEMON IN THE DUNES With their rigorous training session behind them, Satou's party is finally prepared to take on the tougher enemies of the Celivera Labyrinth. Never ones to shy away from a side quest or two, they also find a hot spring and open a Japanese-style inn on the spot. Areamasters and floormasters beware! This group is refreshed and ready for battle! Unfortunately, the opponent who finds them turns out to be someone nobody saw coming... WELCOME TO PARANO! Saying goodbye to Yume, Haruhiro and the remainder of the party travel onward to the free city of Vele. On the way, a standard job escorting a trading caravan turns into something none of them could have foreseen when they run into something from legend: the mysterious, traveling campsite of a famed sorcerer. But the real shock comes when they enter

the camp—and find themselves teleported to yet another new world, one that's definitely not the one they wanted to find! As autumn arrives, so too does the harvest festival, and everyone is in a celebratory mood. Dwarf Shaman, Priestess, and even Female Knight help with preparations for the revelries, but Guild Girl has her eyes fixed on an even greater prize--a date with Goblin Slayer! With no goblins around, the awkward adventurer has no reason to refuse, but where does that leave his old friend Cow Girl...? Emotional entanglements are in the air, but Goblin Slayer senses some menace lurking behind these seemingly peaceful days... The bestselling isekai light novel series continues--now an anime! And don't miss the manga and the spin-offs, also from Seven Seas! 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? **BATTLE AT SEA** Risking her life to save her homeland, Shabon, a princess from the Nine-Headed Dragon Archipelago, joins Souma's side in hopes of stopping an impending war. But with a fleet already en route to the hostile archipelago under his orders, Souma sets out on an infiltration mission before it arrives, and he discovers that the real threat is a massive creature in their waters that defies all common sense! **Â** It's time for the Duchy of Brunhild to host a national festival, and Mochizuki Touya is smack-bang in the middle. World leaders are in attendance, nobility, traveling adventurers... And even God himself has seen fit to grace the mortal realm with his presence. What will Touya do when the big man upstairs comes downstairs for a change? More importantly, will he have enough dessert?! Meanwhile, in the Reverse World, tragedy strikes... An unusual purple Golem surfaces alongside a

strange, depraved woman... Their actions paint an otherwise calm marketplace deep crimson... Put on your party hats for a tale of swords, sorcery, and tasty snacks! **AN EX-GIRLFRIEND COMES TO TOWN** Putting loss and grief behind them, Rudeus and his two wives are ready to settle into polygamous bliss--until an old flame arrives, stirring up old memories. Will the Greyrat family ever achieve the domesticity they hope for? Or are they doomed to be dogged by drama all their days?

THE FINAL BATTLE The Ansullivan 500-Year Festival is well underway, but the festive air won't last for long. A parasitic black crystal has attached itself to Oscar's dragon, causing both rider and steed to go berserk--just in time for their showdown with Ash. The grand finale of Dragonar Academy is here at last! The year 2002. The luxury cruise ship Entrance has been hijacked-and its sister ship, Exit, isn't faring much better, with another attack from the Mask Makers, a fanatical cult, and more immortals caught in the fray. The two ships race across the Pacific on a collision course with each other-what will happen when they meet? And is all the fear and chaos really just an unhappy coincidence...? After they were summoned to another world, the other three heroes persist in behaving as if they are playing a game. But the Shield Hero, Naofumi Iwatani, finally convinces them to change their ways and make them face reality. Later, after a journey riddled with difficulties, Naofumi and crew finally arrive in Q'ten Lo, a country that has made repeated attempts on Raphtalia's life. They initially infiltrate the country with the intention of making its inhabitants pay for its tyrannical actions, but it turns out that even its own citizens are suffering as a result of incompetent rulers. "We'll start by bringing assistance from Silvelt to the town, and then it's a charge to victory!" They start a rebellion to overthrow the government. But right in the middle of it, Naofumi and his crew's abilities are nullified by mysterious weapons designed for use against the heroes! What will their fate be?! What will become of their raid on this uncharted land?! Find out in volume thirteen of this otherworldly revenge fantasy! **THIS SYSTEM IS RIGGED...**

?Man...whoever thought being a god would make life easy needs a serious reality check. I mean, I offed humanity's champion, then I hacked into the world's System to literally erase the pesky Hero title

once and for all, but I still can't catch a break. Now Yamada's inherited his brother's title, and it looks like he and the other reincarnations are on their way to the elf village juuust when the demon army is looking to conquer it. Ugh, this is becoming way too big a headache...Time for plan B. I think I'll have a little "chat" with Sariel. Following a mighty clash, Kirito and Eugeo find themselves separated for the last leg of their journey to the top of Central Cathedral. Kirito, forced into an unlikely alliance with Alice the Integrity Knight, continues his climb from the outside, while trying not to fall to his death. At the same time, Eugeo must face off against the Integrity Knight Commander himself, Bercouli Synthesis One! Although the journey is nearing its end, they'll soon learn that the cathedral is still full of surprises... Emma, Ray and their large new family find themselves up against a new enemy, fellow humans. Armed intruders have ambushed the shelter and driven the children back out into the dangerous wilderness. Yugo and Lucas have stepped up to fight, but will it be enough? -- VIZ Media The Crimson Vow vs. the Wonder Trio?! Mile, Pauline, Reina, and Mavis face off against the chief of the elder dragons in a battle that will test the limits of their power. It's up to the Crimson Vow to decide whether war breaks out between dragonkind and humans. But even if the girls emerge unscathed, there's war of another kind on the horizon—a war between the Crimson Vow and the Wonder Trio, over Mile! With Momon spearheading the charge, the Royal Army finally enters into a pitched battle with Jaldabaoth and his horde of demons—who will come out on top? And, more importantly, what is the true objective of Demiurge's "Gehenna" plan...?! Several centuries have passed since the siege of Renril, and now, mankind celebrates a peaceful world. In an era free of the menacing Nokkers, the battles of Fushi and his comrades are relegated to mere legend. One day, Fushi reawakens to cars speeding down streets, wires hanging suspended in the sky, neon lights aglitter... What else could lie in wait? As shadow envelops the city, all hell's about to break loose. The chaos of Ikebukuro, Tokyo, has ensnared everyone who lives there, and all the people connected to the Headless Rider are about to come together. Two boys who used to stand side by side as close friends now face each other, at an impasse. Two men who have been at each

other's throats for years are likely to kill each other in their rage. The girl who once felt trapped beyond the picture frame is desperate to be accepted. The odd couple who could have been happy now find their love tested. And through it all, the dullahan resumes its true form. As everyone gathers in the place where the Dollars first met, the curtain will fall on this twisted love story. The climactic battle in Abyssland has finally concluded and our favorite battle junkie, Kelvin, has a new archenemy: DarkMel, the new Goddess of Reincarnation. To defeat her, the party will have to get stronger! Right now, the gang's path to power lies in the Dragon King's blessings. Though some of the Dragon Kings are already in the group and the locations of yet others are known, the Wind and Lightning Dragon Kings in particular remain elusive. In order to catch the various Dragon Kings who have scattered throughout the world, Kelvin and his friends set off on their final journey. (Or is it...?)

Meanwhile, the remnants of the Apostles are making their own fell moves, from DarkMel destroying the empire of Rizea to plans set up by the fifth seat, "Analyzer" Riold. And at last, the second seat, "Selector," finally breaks his silence and shows himself... ETERNAL LIFE CAN GET LONELY There's a stalker on the loose! ...Or so it would seem. Apparently, Wiz has been receiving a lot of attention from a mysterious man. After some eavesdropping reveals the terrifying extent of his knowledge about her, she receives a letter requesting they meet. And when she brings it to Vanir and Kazuma, Vanir gets unusually worked up and threatens to take action! This gives Wiz the push she needs to handle the issue herself...but it looks like someone has been filling her head with weird ideas. For starters, why is she acting like a blushing bride to be?! SCHOOL IS NOW IN SESSION! With only fifteen students in total, and all girls at that, Umemizaki Junior High's class 2-F is a bit peculiar. In fact, "peculiar" doesn't even cut it—this is a special class that the Magical Kingdom created to raise the next generation of legitimate magical girls! From the outside, these elite students represent a beacon of hope for the future. But behind closed doors, something terrible is brewing...

The Wheel of Time ® is a PBS Great American Read Selection! Now in development for TV! Since its debut in 1990, The Wheel of Time® by Robert Jordan has captivated millions of

readers around the globe with its scope, originality, and compelling characters. In *Towers of Midnight*, the Last Battle has started. The seals on the Dark One's prison are crumbling. The Pattern itself is unraveling, and the armies of the Shadow have begun to boil out of the Blight. The sun has begun to set upon the Third Age. Perrin Aybara is now hunted by specters from his past: Whitecloaks, a slayer of wolves, and the responsibilities of leadership. All the while, an unseen foe is slowly pulling a noose tight around his neck. To prevail, he must seek answers in Tel'aran'rhiod and find a way--at long last--to master the wolf within him or lose himself to it forever. Meanwhile, Matrim Cauthon prepares for the most difficult challenge of his life. The creatures beyond the stone gateways--the Aelfinn and the Eelfinn--have confused him, taunted him, and left him hanged, his memory stuffed with bits and pieces of other men's lives. He had hoped that his last confrontation with them would be the end of it, but the Wheel weaves as the Wheel wills. The time is coming when he will again have to dance with the Snakes and the Foxes, playing a game that cannot be won. The Tower of Ghenjei awaits, and its secrets will reveal the fate of a friend long lost. Dovie'andi se tovyia sagain. It's time to toss the dice. TV series update: "Sony will produce along with Red Eagle Entertainment and Radar Pictures. Rafe Judkins is attached to write and executive produce. Judkins previously worked on shows such as ABC's "Agents of SHIELD," the Netflix series "Hemlock Grove," and the NBC series "Chuck." Red Eagle partners Rick Selvage and Larry Mondragon will executive produce along with Radar's Ted Field and Mike Weber. Darren Lemke will also executive produce, with Jordan's widow Harriet McDougal serving as consulting producer." —Variety

The Wheel of Time® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altai By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet

McDougal, Alan Romanczuk, and Maria Simons *The Wheel of Time Companion* By Robert Jordan and Amy Romanczuk *Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **ABANDON HOPE, ALL WHO ENTER HERE** The Eastern Empire's vast army (over 900,000 strong) is ready to invade the Forest of Jura. Thanks to Ramiris's mind-boggling powers, Tempest's entire capital—buildings, inhabitants, and all—has been evacuated into the nation's labyrinthine Dungeon. While Primal Demons Testarossa and Ultima kick some serious imperial butt over on the front lines, the rest of the Empire's army attempts to storm the Dungeon. Little does the enemy know, however, that they're about to face a devastating bloodbath at the hands of Tempest's own mighty forces... (Volume 12) September 30th. As the seasons change in Academy City, so do the seasonal clothes. Mikoto Misaka, talented esper student of the elite Tokiwadai Middle School that stands above the hustle and bustle of the city, waits in front of the concert hall for her companion. But...he never arrives. There is no trace at all of that young man who was supposed to show up to accept his punishment game. Mikoto sighs as she cradles her too-thin schoolbag and the violin case she'd been holding all the while but now-- When Touma Kamijou and Mikoto Misaka finally cross paths, the school comedy that revolves around a punishment game will begin! **HE DOES NOT LET ANYONE ROLL THE DICE.** ?A dungeon exploration contest: the stuff of legends; a test of survival in an underground maze filled with deadly traps; a trial famously undertaken by the six heroes of yore. And now the Guild wants to use this to train would-be adventurers! Several Silver-ranked warriors are recruited to help run the competition, and the traps they create shock Guild Girl to her core. As preparations commence and an aspiring adventurer takes up her sword, though, a shadow of Chaos lurks just out of sight... Ikebukuro has been plunged into full-on chaos, and the fates of everyone involved with the Headless Rider will soon be decided in the explosive final volume of *Durarara!* Coming Soon When the Agency and the Port Mafia receive a visit from an old mutual friend, they learn where Dostoyevsky's clandestine base is hidden. Two sworn

enemies-Atsushi and Akutagawa-must now bite the bullet and infiltrate the site together under Dazai's orders, but will this forced teamwork give birth to an invincible duo...or will it stir hatred once more? On to the next stage: the witch's tomb known as the Sanctuary— Determined to release Rem from a mysterious slumber, Subaru and Emilia return to Roswaal's manor in search of clues on how to reach the Sanctuary, the secret location to which Ram and Roswaal escaped. But the way there is fraught with the unexpected—especially for Subaru, who finds himself in the company of a curious figure. A new chapter begins, and with it, a new adventure... This is definitely the bad kind of love... As Subaru continues to repeat events in the Sanctuary, he finally encounters the one being he should never interact with no matter the cost: the Witch of Jealousy. When she appears, all the people he cares for and even the land itself are engulfed by a shadow completely obsessed with Subaru. His devastation only worsens when he learns the original purpose of the testing site known as the Sanctuary-while the entire world slides toward a pure-white end. Stubbornly hanging on to hope for a better future, Subaru returns to the tomb, desperate to reunite with the Witch within, even if there's a terrible price to pay... The epic and influential fantasy manga series that started as light novels (and spawned a manga spin-off: *Mushoku Tensei: Roxy Gets Serious*), all available from Seven Seas. And don't miss the new anime! An unemployed otaku has just reached the lowest point in his life. He wants nothing more than the ability to start over, but just as he thinks it may be possible...he gets hit by a truck and dies! Shockingly, he finds himself reborn into an infant's body in a strange new world of swords and magic. His identity now is Rudeus Greyrat, yet he still retains the memories of his previous life. Reborn into a new family, Rudeus makes use of his past experiences to forge ahead in this fantasy world as a true prodigy, gifted with maturity beyond his years and a natural born talent for magic. With swords instead of chopsticks, and spell books instead of the internet, can Rudeus redeem himself in this wondrous yet dangerous land? Now that killing the hero is off the table, it's time for plan B. I might not be able to "hack" into the world's RPG system, but I can certainly go clobber the goddess Sarial who controls it! Meanwhile, the demon army is preparing to

conquer the elf village, but Yamada and the other reincarnations are royally screwing up by heading there as well. Jeez, give a girl a break! Lonely thirty-seven-year-old Satoru Mikami is stuck in a dead-end job, unhappy with his mundane life, but after dying at the hands of a robber, he awakens to a fresh start in a fantasy realm...as a slime monster! As he acclimates to his goopy new existence, his exploits with the other monsters set off a chain of events that will change his new world forever! Following a mighty clash, Kirito and Eugeo find themselves separated for the last leg of their journey to the top of Central Cathedral. Kirito, forced into an unlikely alliance with Alice the Integrity Knight, continues his climb from the outside, while trying not to fall to his death. At the same time, Eugeo must face off against the Integrity Knight Commander himself, Bercouli Synthesis One! Although the journey is nearing its end, they'll soon learn that the cathedral is still full of surprises... After settling things with Garfiel and bringing him onto their side, Subaru and his dearest friends prepare for the next challenges they must overcome. Emilia challenges the tomb's Trial once more to confront her painful past while one of the Ryuzu clones recounts how the Sanctuary came to be, recalling the history of this fateful place. ALL GOOD THINGS MUST COME TO AN END The calendar reads March, but the buds of new hope are far from blooming. Yukino, Yui, and Hachiman are finally trying to articulate their feelings and act on them-but doing so means irreversibly changing their relationships. As much as they would like things to stay the same forever, a new day cannot dawn until the beautiful sunset gives way to night. If they want to move forward, they must put an end to this chapter of their lives. Before they even have time to worry, though, the credits start to roll... 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!! ""

Just when an unemployed thirty-four-year-old otaku reaches a dead end in life and decides that it's time to turn over a new leaf—he gets run over by a truck and dies! Shockingly, he finds himself reborn into an infant's body in a strange, new world of swords and magic. His new identity is Rudeus Grayrat, but he still retains the memories of his previous life. Follow Rudeus from infancy to adulthood, as he struggles to redeem himself in a wondrous yet dangerous world. ""

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