

## Grimgar Of Fantasy And Ash Volume 7 By Ao Jyumonji On Ibooks

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 Grimgar of Fantasy and Ash: Volume 7

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### ALLIE EILEEN

*Grimgar of Fantasy and Ash (Light Novel) Vol. 1* Seven Seas

HERE THERE BE DRAGONS—LITERALLY! Still trying to find a way to return to Alterna, Haruhiro and his party fetch up on the shores of the sea. Falling in with a mysterious pirate girl named Momohina, the group ventures forth to the Emerald Archipelago, rumored abode of dragons from ages past. What they aren't expecting, though, is to find a secret pirate haven—at the exact moment that it's being attacked by dragons!

**Grimgar of Fantasy and Ash (Light Novel) Vol. 16** Yen Press

By the time Haruhiro comes to, he finds himself in a gamelike world filled with terrifying monsters. This world is called Grimgar. Armed with no more strength or ability than your average boy, Haruhiro and his fellow party members struggle to survive as they cobble out a mean existence, receiving mediocre pay in return for risking their lives everyday. What kind of future does this harsh, uncaring world have in store for those who are not destined to succeed, who have no prophecy to guide them, who are not heroes...?

*Grimgar of Fantasy and Ash (Light Novel)* Seven Seas

MYSTERY IN THE DEPTHS! Months have passed since Haruhiro and company began their campaign to tame the labyrinth known as the Hole of Surprises. Delving ever deeper, they discover a dangerous new path, unmapped by any adventurers before them. Tackling this challenge means an alliance with Team Tokimune—the most eccentric party in all of Alterna. Riches and drama await as Haruhiro's journey continues!

**Grimgar of Fantasy and Ash: Volume 6** J-Novel Club

"...So, this thing, what do you think it is?" It has now been some months since the party came to the Wonder Hole. Haruhiro and his companions have been slowly but steadily improving their skills as they clear the labyrinth. One day, while exploring, they find a "hole" they've never seen before. A hole that, as far as they know... wasn't there when they passed through the area three days earlier. It may lead to a new and unexplored area, which would be highly profitable for them if they are the first to set foot in it. Haruhiro is hesitant on whether to go inside or not, but Team Tokimune, a group known for being full of eccentrics, but still highly capable, appear and propose exploring it together. The tale of adventure born from the ashes continues with new encounters.

*Grimgar of Fantasy and Ash (Light Novel)* J-Novel Club

The light novel fantasy epic that inspired a critically-acclaimed anime! Haruhiro awakens to darkness and amnesia, among a group of strangers who can only remember their own names...and nothing else. When they make it into the light, they discover Grimgar—a fantasy world that's like something out of an RPG game. Without apparent skills or knowledge of their surroundings, Haruhiro and his newfound friends band together to form an adventuring party. Only by cooperating, using their wits, and learning new skills can they hope to survive in this dangerous land of monsters and magic.

*Grimgar of Fantasy and Ash (Light Novel) Vol. 18* Grimgar of Fantasy and Ash: Volume 14++

BEGINNING OF THE END Haruhiro and his companions wake in darkness yet again, with no memories but their names. This time, they step into a world where Alterna has been destroyed! Piecing together the skills their bodies remember and the memories that Merry retained, they race to Grimgar's frontier in search of aid-only to find the forces of Arabakia preparing to take Alterna back. The adventure born from the ashes enters its endgame!

**Grimgar of Fantasy and Ash (Light Novel) Vol. 15** J-Novel Club

Having left the party to continue her training with Momohina, Yume overcomes a desperate crisis to return to Alterna. However, something is wrong. Will she be able to meet her comrades again? What

is the true nature of the dark clouds hanging over Alterna? "Until she gets stronger, Yume's just gonna have to keep givin' it her all as her weak ol' self." Yume enters the spotlight, showing her determination and growth in the episode "Howling Beneath the Moon, I am a Wolf." Plus, three stories written as bonuses for the anime, including the story of Ranta recklessly challenging Moguzo to a cooking battle, "Justice and Justice," and an afterstory revolving around the bounty that the party received for slaying Death Spots, "The Fun has Just Begun."

*Grimgar of Fantasy and Ash (Light Novel) Vol. 17* J-Novel Club

When they encounter an enemy known as "solitude" in the misty Thousand Valley, this tale of adventure that crawled out of the ashes will begin to weave a new act.

**Grimgar of Fantasy and Ash: Volume 11** Seven Seas

"...We can't abandon him. Or rather, I don't think we should." Haruhiro and the others who were taken away to the unfamiliar world of Grimgar have now gained experience and are finally maturing as volunteer soldiers. In order to bring things up a level, they've traveled to a new dungeon, the Cyrene Mines, but this is also the place where Merry, the newest addition to their party, once lost her comrades. Haruhiro thought their exploration would go easily, but one member of the party is unexpectedly separated from the rest, and they are all attacked by the famous giant kobold, Death Spots. With new trials to overcome, the tale of adventure born from the ashes enters its second chapter!

Seven Seas

TO FIND A WAY HOME Haruhiro and the others narrowly escape the Dusk Realm, only to find themselves in a world that isn't Grimgar—a world where the sun never rises. Abandoned by Lala and Nono, the party must rely on their own wits to survive in this World of Night. But when a faint chance of returning home to Grimgar appears, will they take it, even if it means risking their lives? And is Grimgar truly their home—or is it somewhere else entirely?

*Grimgar of Fantasy and Ash: Volume 5* J-Novel Club

Having escaped the Dusk Realm, Haruhiro and the party enter another world that is not Grimgar, one where the sun never rises. Even with no information to go on, Haruhiro still must lead his comrades. Fortunately, they discover a town where the residents of this new world live and they are able secure their safety for the time being. However, the environment is harsh and there are still a mountain of problems left to deal with. What's more, they have no leads on the all-important method for returning to Grimgar. They question whether they will they be able to go home, and if the real home that sometimes flashes through their minds is actually some other place entirely. With many feelings in their hearts, Haruhiro and the others proceed to explore the new world. As they wander through the ashes, what lies ahead for them?

*Grimgar of Fantasy and Ash (Light Novel) Vol. 14.5* Yen Press LLC

The light novel fantasy epic that inspired a critically-acclaimed anime! Haruhiro awakens to darkness and amnesia, among a group of strangers who can only remember their own names...and nothing else. When they make it into the light, they discover Grimgar—a fantasy world that's like something out of an RPG game. Without apparent skills or knowledge of their surroundings, Haruhiro and his newfound friends band together to form an adventuring party. Only by cooperating, using their wits, and learning new skills can they hope to survive in this dangerous land of monsters and magic.

*Grimgar of Fantasy and Ash (Light Novel)* Seven Seas

"I wanna be stronger. Strong enough to protect everyone. I need to be...!!" Eager for a new challenge, Haruhiro's party descends into the Cyrene Mines—the lair of the kobolds and the resting place of Mary's former allies. But not long after the combat starts, tensions between Ranta and Haruhiro begin to flare, and when the group finds itself up against an unspeakably powerful foe, Haruhiro is forced to make an impossible choice... The party faces its greatest challenge yet—the ominous monster Death Spots!

#### Grimgar of Fantasy and Ash (Light Novel) J-Novel Club

The light novel fantasy epic that inspired a critically-acclaimed anime! Haruhiro awakens to darkness and amnesia, among a group of strangers who can only remember their own names...and nothing else. When they make it into the light, they discover Grimgar—a fantasy world that's like something out of an RPG game. Without apparent skills or knowledge of their surroundings, Haruhiro and his newfound friends band together to form an adventuring party. Only by cooperating, using their wits, and learning new skills can they hope to survive in this dangerous land of monsters and magic.

#### Grimgar of Fantasy and Ash, Vol. 1 (manga) J-Novel Club

Grimgar of Fantasy and Ash: Volume 14++ J-Novel Club

#### Grimgar of Fantasy and Ash (Light Novel) Vol. 14 Grimgar of Fantasy and Ash (Li

While attempting to return to Alterna, Haruhiro and the party push through mountainous enemy territory towards the sea. Following one adventure after another, they reach the seashore at last, and they find a single ship landed there. When they go to investigate, a girl with a fake mustache, of all things, appears! "I am Momohina! Name yourselves!" Led on by their meeting with the mysterious pirate (?) Momohina, the party heads for the Emerald Archipelago, where dragons have long been said to reside. What the group finds when they arrive is a pirate's haven, thrown into chaos by a dragon attack?! The tale of adventure born from the ashes moves its stage to the sea, and a new tale is woven.

#### **Grimgar of Fantasy and Ash: Volume 17** Airship

With great sacrifice, the Arabakia Kingdom Expeditionary Force succeeded in retaking Alterna, but Haruhiro finds himself crushed under the weight of what he's lost. The ambitious General Jin Mogis of the Expeditionary Force, the survivors of the Volunteer Soldier Corps, and the mysterious residents of the Forbidden Tower. In the middle of these different factions, each with their own goals, Haruhiro's party has one of their own members taken hostage, and are forced to go on a

dangerous mission. Incredibly, their goal is... an alliance with the goblins?! As the team struggles, unable to find a way out, the man who once shared their joys and sorrows, but was forced to go down a different path, reappears! Now that Haruhiro and his party have lost their memory once more, the bonds they formed in Grimgar will become their strength.

#### Grimgar of Fantasy and Ash: Volume 16 Airship

"Honestly, none of this makes sense..." When they come to, Haruhiro and the others find themselves in the darkness. None of them remember much more than their own names. The only one they can rely on is Merry, who, for some reason, hasn't lost her memories. Once they get out of the darkness, they find Alterna destroyed. First and foremost, what they need is information. Narrowly escaping the town with their lives, they use the skills and abilities their bodies remember to race across the frontier of Grimgar. Then, they meet the forces of the Kingdom of Arabakia, set to take back Alterna?! The tale of adventure born from the ashes enters its end game!

#### **Grimgar of Fantasy and Ash: Volume 14++** Yen Press LLC

OLD FRIENDS, NEW TALES While Team Haruhiro is trapped in Parano, life in Grimgar continues! Far away from Alterna, Ranta struggles to survive behind enemy lines while concealing his identity behind a mask. Meanwhile, Yume trains her hardest to become strong for her comrades—and to reforge her very self. Six other tales round out this special anthology of Volumes 14+ and 14++, revealing new stories about the party's early days in Alterna.

#### Grimgar of Fantasy and Ash: Volume 14 Seven Seas

"I'll do what I have to. I'll do it. Now." Gritting his teeth, and bracing his legs, Haruhiro faces the guorella onslaught once more. He rouses himself with a sense of purpose, and tries to avert his eyes from the reality of her death. Then, when he finds himself facing a regret and despair greater than he can handle, that mysterious man, Jessie, whispers to him, "There is a way. Just one." Meanwhile, Ranta, having left Forgan, is desperately fleeing his former keeper Takasagi's pursuit. In Thousand Valley, there's no telling when his flight might end. When his stamina and will are pushed to their limit, what is it that comes back to Ranta's mind...?

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