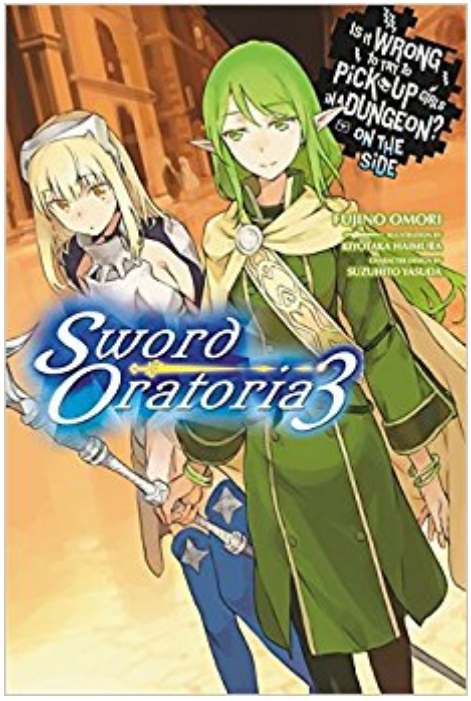
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Is It Wrong To Try To Pick Up Girls In A Dungeon? On The Side: Sword Oratoria, Vol. 3 (light Novel)



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Synopsis

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.

Book Information

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Customer Reviews

Fujino Omori is the author of the hilarious fantasy light novel series, Is it Wrong to Try to Pick Up Girls in a Dungeon?

Note: The publisher has unfortunately given the same exact titles to both the light novels and the numerically corresponding manga volumes, when they already had the same author and illustrator! Now, since the stories in both are basically identical (except that Volume 3 of the manga only covers from the second part of Chapter 1 through the first part of Chapter 3 of the second novel, leaving the rest toÃ Â Is It Wrong to Try to Pick Up Girls in a Dungeon?, Vol. 4 (manga)), chances are that if you love one you will also love the other, with the novels giving you more details and the manga

giving you more visuals. However, in order to purchase the version you actually want, you must be sitting on the correct product page.For the novel click here:Ã Â Is It Wrong to Try to Pick Up Girls in a Dungeon?, Vol. 3 (novel).For the manga click here:Ã Â Is It Wrong to Try to Pick Up Girls in a Dungeon?, Vol. 3 (manga).Note: Another reason for purchasing both is that some manga volumes include text pieces apparently cut from the novels. For example Vol. 3 (manga) includes a Special Episode "An Elf's Story" apparently cut from Chapter 2 of Vol. 2 (novel). This story is particularly significant because it adds a heretofore unsuspected member to the would-be harem Bell is so clueless about, thus helping to explain her actions later in the series.Note: An animated TV series has also been produced in Japan and made available at various digital outlets in this country though not yet officially released on home video. Having seen it, I can assert that it is excellent also and tracks the light novels and manga very well, though of necessity it cuts out the most story. TV episodes 7-8 are the adaptation of this novel.Dungeons & Dragons the Fantasy Roleplaying GameÃ Â has inspired countless novels and stories (and a hilarious comedy sketch about some gamers with goals somewhat similar to Bell's onÃ Â Take Down The Grand MasterÃ Â by The Dead Alewives), not to mention an entire industry of roleplaying games, but very few good novels and stories incorporating anything of the game system itself. In fact I'd venture to say that this series is the first success at it and a true joy to read for gamers and non-gamers alike, besides.The story continues fromÃ Â Is It Wrong to Try to Pick Up Girls in a Dungeon?, Vol. 2 (novel).Just as predicted, Lilly had betrayed Bell in the final chapter of the previous novel, and just as no one had predicted, Bell turned around and saved her from what even she had considered her well deserved fate. Now a still guilt wracked Lilly has to face the judgment of Bell's goddess, Hestia. Hestia frankly HATES Lilly, both for what she did to her beloved Bell-kun and for what she now is: yet another rival for Bell's affections, but in the end has little choice but to accept Bell's choice if she would avoid causing a rift with him. Wisely, she chooses to make the best of it, ordering Lilly to guard the gullible Bell from scam artists like she used to be. Hestia's warnings to Lilly to back off pursuing Bell romantically, however, fall on considerably deafer ears.Next, thanks in part to Eina Tulle's lecturing on manners, Bell for once doesn't bolt (well, not successfully, anyway) when he sees her talking with his multiple rescuer and crush, Aiz Wallenstein. So Aiz FINALLY gets to apologize for endangering him, and he gets to thank her for all the times she's saved him. Relieved to find that he doesn't fear her as some kind of monster, she offers to train him in fighting, something he's never had the opportunity to receive. Her motives aren't ENTIRELY pure, however. She wants to know how he's getting so strong so fast (it turns out Bell's not the only adventurer driving himself to excel); trouble is he doesn't actually know because Hestia hasn't told him yet. The upshot is a good solid

week’s worth of sparring, that is, Bell getting the living crap beaten out of him, but because of his secret skill and because he stubbornly keeps coming back for more every time he regains consciousness, he does learn, he does improve, and though Aiz fails to discover his secret, she does, as her oft worried friends in Lokia Familia note, appear to be having fun for the first time in forever.Which is a good thing because the Goddess of Beauty, Freya, who is becoming more and more obsessed with Bell, decides it is time to "improve" Bell some more by getting him to face his (understandable) fear of Minotaurs by having him fight a Minotaur her best warrior has been secretly training. In the event Lily gets the chance to feel she has earned at least some of the redemption she has received and Bell gets the chance to face down his greatest fear right smack in front of his secret crush and the Lokia Familia members who laughed at him before. It’s a storybook climax!The adventure continues inÃ Â Is It Wrong to Try to Pick Up Girls in a Dungeon?, Vol. 4 (novel).

To be quite honest, the second volume of this series, while still good, was a bit of a let-down. This third volume more than made up for this. Given how cool the two-episode adaptation of this volume (and especially the end battle) of the anime was, I expected great things. I was *NOT* disappointed.Picking up shortly after the second volume ends, Bell Cranell and his new supporter, Lilly, are dungeon-crawling together to earn money. Despite their successes, Bell finds himself at a tough position. He wants to get stronger and level up, but he constantly sees how weak he truly is. Not only does Aiz seem so incredibly distant and unattainable, but he is tormented by his fears due to the near-death he suffered in the first book. Thankfully, he’s about to get some help from an unexpected, but ideal, source.I loved the expansion in the world-building and characterization in this third volume of *Dungeon*. We saw new facets to many characters. Aiz, in a preview of what she is like in her own series eventually, gives a stoic and slightly goofy, but ultimately good-hearted heroine. I mean, even when her motives are not *entirely* pure, her resolve to do right and be kind and pure makes her truly good regardless. We also see some hidden depths to Bell with his struggles, and we see that, despite her goofy demeanor, Hestia *is* a goddess still and not to be trifled with or underestimated. Of course, this is true for all of the deities, even with their powers sealed. And Lily? Well, she went from just tragic and sad to a hoot to read about.Finally, the fight at the end was truly epic and kick-ass. *And* there is advancement in Bell’s hopes to have some contact with Aiz Wallenstein. This was a great voliume that is one of my faves in the series. Highly Recommended.Rating: 5/5 Stars.

After first reading the manga and then watching the anime, I had to read the original DanMachi light

novel. When I ordered this, I was expecting the manga. I didn’t realize that publishers were (finally!) licensing light novels now, so I was thrilled when I opened the book and saw full pages of text.It had been a while since I last read anything more substantial than manga. The last novel I read was so heavy that I couldn’t read anything for a long time. But light novels are just that: light! There’s not a lot of character development or internal conflict in DanMachi, which is actually a good thing when you don’t want to focus too heavily on those particular elements. I blazed through this volume as well as volumes 2 and 3 in no time, and I can’t wait for volume 4 to arrive in a couple months.If you don’t know the story of "Dungeon ni Deai wo Motomeru no wa Machigatteiru Darou ka" (which is perhaps better translated as "It’s not wrong to hope for a fateful encounter in the dungeon, is it?"), it’s about a teenage boy, Bell Cranel, whose only family, his grandfather, who had fostered an admiration of adventure (and women) in him, recently passed away. Bell decides to move to the city of Orario, which sits above a massive underground labyrinth dungeon. The full-time adventurers who explore the dungeon gather together into a "familia" of their choice, each headed by a specific god who came to the lower world from the heavens... mostly because they were bored. Bell is the one and only member of the Hestia Familia, and lives with his goddess Hestia beneath an abandoned church.When the story begins, Bell has been working as an adventurer for about 2 weeks. He first became an adventurer in hopes of finding himself coming to the aid of the legendary damsel in distress and saving her from the vicious monsters of the dungeon, though his hopes are soon shattered when he finds himself pulled from death’s clutches by a stunning female adventure called Aiz Wallenstein, better known as the Kenki ("sword princess"). It’s love at first sight for Bell, but Aiz seems so far out of reach that it is hopeless to pursue her at all. Despite that, he works even harder to get close to her.It’s a story that’s perhaps a bit worn out (complete with elves, dwarves, and cat people), but still fun to read, especially for those who enjoy RPGs of the dungeon-crawling variety. The mechanics of the labyrinth dungeon in Orario, the guild, and so on, remind me most of theÃ Â Etrian OdysseyÃ Â series. The author, Fujino Ãƒâ |Ã Å’mori, states in the afterword that the story is indeed modeled on that genre of game without giving any specific titles, but I would not be surprised if Ãƒâ |Ã Å’mori-sensei is a big fan of the EO series.The story continues for several more volumes, hopefully all of which will be licensed and published here in the US. I’m looking forward to reading more of it, despite already knowing the plot. It’s a good read for anyone who doesn’t want to think too much about the story and enjoys light-hearted and spirited action and adventure stories with a touch of romance. Despite the title, the story isn’t really about "picking up girls" but focuses more on Bell’s desire to become stronger in order to catch the eye of the girl he likes.

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