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KKC2BK - HEZEKIAH CARNEY

An epic dungeon-busting adventure inspired by One Thousand and One Nights! Deep within the desert lie the mysterious Dungeons, vast stores of riches there for the taking by anyone lucky enough to find them and brave enough to venture into the depths from where few have ever returned. Plucky young adventurer Aladdin means to find the Dungeons and their riches, but Aladdin may be just as mysterious as the treasures he seeks. The internal strife within the Kou Empire comes to a resolution, and a great price must be paid for peace. Once-powerful nations find themselves humbled, and the world is changing once again. Elsewhere, the long-absent Alibaba and Judar continue their strange journey with the Primeval Dragon, and learn a shocking truth about Sinbad...

A toast between kings is raised as Rider broaches not only a cask, but a conversation between himself, Saber, and Archer amidst the half-razed grounds of the Einzbern estate. Their war of weapons has been put aside just for the moment in favor of a war of words--a "Holy Grail Dialogue" fought with keen tounge...debating who among these legends of history truly possesses the rank befitting their noble names!

Unsurprisingly, the rumor of a shrine where parted friends and family can be reunited piques the interest of Iroha, who remains no closer to figuring out what happened to her sister, Ui. Though Yachiyo is reluctant to partner with another magical girls, she shares Iroha's desire to see a loved one and agrees to face the Séance Shrine together. They are not the first to be lured by the rumor's promise—will they be the last?

A new series from Shinobu Ohtaka, creator of "Magi"! The setting is Japan's Warring States period, and the country has been conquered by demons. Two boys, Musashi and Kojiro, have made it their dream to form the strongest band of bushi and eradicate the demons. A one-of-a-kind Japanese fantasy! The stage shifts to the port of Harima, where the Uesugi Band has set up camp. In order to destroy the massive Demon God nesting on Awaji Island, captain Tatsuomi Uesugi has amassed an enormous bushi coalition. Musashi and the others stop by out of curiosity, and end up getting wrapped up in the decisive battle...Resolve and bonds will be tested to their limits in the "Awaji Island Reclamation Arc"!!

No matter how much time we spend together, I'll never become special to you. Childhood best friends. Two halves of a whole. The cool, smart one who's good at almost everything, and his average, dorky friend who struggles to do anything right—Yamato and Kakeru. Always by the other's side, but not together in the way they truly want to be. No matter how hard they try, their hearts cannot reach each other...

An epic dungeon-busting adventure inspired by One Thousand and One Nights! Deep within the desert lie the mysterious Dungeons, vast stores of riches there for the taking by anyone lucky enough to find them and brave enough to venture into the depths from where few have ever returned. Plucky young adventurer Aladdin means to find the Dungeons and their riches, but Aladdin may be just as mysterious as the treasures he seeks. After seizing the Sacred Palace, Sinbad rewrites the world's Rukh and thus the world's fate. Alibaba, Aladdin and Morgiana decide that they must take matters into their own hands. With Hakuryu and Judar's help, they head for the Sacred Palace, where Sinbad awaits...

The chaotic class trip continues as Negi Springfield and his thirty-one beautiful female students explore the historic cities of Kyoto and Nara. Negi's special headache is Konoka, the headmaster's granddaughter, who turns out to have her own magical abilities! Although she's not aware of them, others certainly are . . . and Konoka is kidnapped by a group of wizards who plan to corrupt her budding talents. Negi is going to need all the help he can get—even if it comes from a former foe. . .

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turned. Plucky young adventurer Aladdin means to find the Dungeons and their secrets, but Aladdin may be just as mysterious as the treasures he seeks. The saga of the lost world of Alma Tran continues. Solomon readies for a final battle against his father David, but the fate of the world may already be set. Solomon and his comrades confront the ultimate power in their universe in a bid to prevent the apocalypse. And as everything begins to fall apart, Ugo puts a desperate plan in motion—if this world cannot be saved, perhaps there can be hope for the next...

The fourth Holy Grail War has begun, and seven magi must summon heroes from history to battle each other to the death. Only one magi and hero pair will remain to claim the grail and have their wishes granted! Kiritsugu Emiya was once an assassin but now fights in this war to save the world from those who would destroy it with the grail's power.

The furious battle between Ugo and Judar ends with the sudden appearance of Ren Kogyoku, Eighth Princess of the Kou Empire. The strange creatures she unleashes only drive home the point that Balbadd is surrounded by powerful enemies and further weakened by treachery from within. Sinbad has a plan to save Balbadd that will require strength and courage from everyone, particularly Alibaba, but no one doubts Alibaba more than himself... -- VIZ Media

The manga adaptation of Type-Moon's hit anime and novel series! After Assassin's defeat, each of the camps is making ready for the next battle. As Archer again tempts Kirei away from his priestly discipline, Saber and Irisviel find a new base--and a new understanding. And while Caster's own stronghold may have been destroyed, his grimoire can still summon elder horrors...stronger and more ancient than fortress stone!

The culture festival begins, and Toma and Taichi talk about their futures, but it ends with the two not quite seeing eye to eye. Shortly after, Toma sits down with Mami for a serious discussion, and in response to her earnest openness, he makes a big decision that could change everything. Time keeps moving forward, pushing everyone to the cusp of making critical life choices. -- VIZ Media

Aladdin has found Alibaba at last, but Alibaba has changed and perhaps for the worse. In the city of Balbadd, the Fog Troop, a gang of thieves, struggles against a corrupt government. The leader of the Fog Troop, Cassim, was Alibaba's childhood friend and has pressured him into becoming the figurehead of the gang. Aladdin and Morgiana hope to rescue him with the help of King Sinbad, but powerful forces stand against them, including another Magi... -- VIZ Media

Gen Urobuchi and Shinjiro's manga adaptation of Type-Moon's hit anime and novel series continues! With the fourth Holy Grail War underway, seven magi and their summoned heroes from history battle to the death to claim the grail and have their wishes granted! Kiritsugu continues to fight however the toll of his actions weighs on him... has his sacrifice been worth it? In order to get to Kayneth and his servant, Lancer, Kiritsugu and Maiya bring down an entire skyscraper, but in the ruins of the explosion a mysterious object is unearthed instead of corpses. Meanwhile, Caster uses hostages to draw out Saber for his twisted purposes!

A new series from Shinobu Ohtaka, creator of "Magi"! The setting is Japan's Warring States period, and the country has been conquered by demons. Two boys, Musashi and Kojiro, have made it their dream to form the strongest band of bushi and eradicate the demons. A one-of-a-kind Japanese fantasy! At the Daitou Mine, the mysterious swordsman Shirou Inukai is attacking Kojiro and Tsugumi. Inukai has a single objective: "to steal katanas." Musashi has come running back after escaping the trap he fell into, but the three of them seem helpless against Inukai's strange power...However, the obsidian power slumbering within Musashi has awakened, and the Kanemaki Band's counterattack starts now!

This book traces the cult of the Magi through their lore: their history, art, legends, rituals, and devotions. It examines their political and social influences as well as their cultural and religious impact, showing them to be cast both as legitimisers of established power structures, and as figures who foment profoundly radical dissent. Cummins presents and weighs historical prayers to the Three Holy Kings for their mythic structures and ritual possibilities. In particular this book discusses historiolae found in these prayers - appeals to mythic actions or origins, often by imitation, fit for both

devotional meditation and operative sorcery. Finally, this text collects, analyses and explores the spellcraft of the Three Wise-Men: examining the various magical operations calling on Caspar, Melchior and Balthazar found in grimoiric handbooks of magic and folk custom alike. These include workings for travelling, for conjuring spirits, for detection, for protection, for healing, and even for dominating authorities. Overall, A Book of the Magi makes a case for the veneration of the Magi as a loci and catalyst for furthering a folk necromantic practice of working with ancestral magicians. It does this by examining the history, devotion, and magic associated with the Three Kings, as well as demonstrating how components from old manuscripts can be explored and incorporated into a personal practice through awareness of context and careful ritual design. A Book of the Magi is the third volume in the Folk Necromancy in Transmission series, conceived by Alexander Cummins and Jesse Hathaway Diaz, available through Revelore Press.

Iroha, still searching for her little sister, gets caught up in the fight against the Rumor of Mizuna District. The ones who guard against this Rumor and the misfortune it calls forth are the Wings of Magius, sisters who call the Doppel effect proof that they can release magical girls from their fate! Aladdin finds himself among the Kouga tribe, who live deep in the desert far from Qishan. An emissary from the Kou Empire arrives offering peace, but when it turns out to be an offer they can't refuse, things take a turn for the worse. Aladdin learns more about the legend of the Magi and the Rukh, bird-like beings of light, with whom he appears to share a deep connection... -- VIZ Media

The Kobayashi twins, Megumu and Mitsuru, were named after historical figures, but only Megumu has grown up with a taste for history. So when Mitsuru is in danger of losing his weekends to extra history classes, he convinces his sister to swap clothes with him and ace his tests! After all, how hard can it be for them to play each other! But Mego can't rely on just her book smarts in Mitsuru's all-boys, delinquents' paradise of a high school. And Mitsuru finds life as a high school girl to be much more complicated than he expected! -- VIZ Media

Aladdin's studies at the Magnoshutatt Academy are going well, and he continues to advance. Among the upper-ranked students is another young sorcerer whose power seems to rival Aladdin's. The two become friends and continue their climb up Magnoshutatt's caste system. But the dark secret they discover among the downtrodden people of the city takes them into even more danger... -- VIZ Media

Derek McCoy was a man who spent his entire life facing adversity and injustice. After being forced to settle with surviving rather than living, he had finally found his place in the world, until everything was taken from him one last time. After losing his life to avenge his murdered brother, he reincarnates until he finds a world worth living in, a world filled with magic and monsters. Follow him along his journey, from grieving brother to alien soldier. From infant to Supreme Magus. ----- ----- Tags: Transmigration, Male MC, Western Fantasy Schedule: 12 chapters/week (unless I'm ill or stuff happens) Chapter Length: 1200 - 1400 words Warning: The MC is not a hero nor an anti-hero. He is a broken, cynic and misanthropic person looking only for his own gain. If you are looking for a forgiving, nice, MC that goes around saving people in distress, this is not your cup of tea. Same if you want an unchanging MC with no character development.

Deep within the desert lie the mysterious Dungeons, vast stores of riches there for the taking by anyone lucky enough to find them and brave enough to venture into the depths from where few have ever returned. Plucky young adventurer Aladdin means to find the Dungeons and their riches, but Aladdin may be just as mysterious as the treasures he seeks. Alibaba finally takes a stand for his homeland. What power does he need to acquire? The true ability of the Djinn's Metal Vessel becomes clear!!

Ali Babá finalmente se levanta em prol de sua terra natal. Mas que força é essa que ele deve obter para isso?! É revelado o verdadeiro poder do Receptáculo Metálico de Djinn! É hora de continuar acompanhando as aventuras pelo deserto de nossos queridos personagens! Confira tudo em Magi vol. 06

The most popular Evangelion spinoff ever returns to finish the story! While a school play starring

Rei and Asuka as star-crossed lovers makes some ponder just where Shinji fits in, the question of whether he can make up his mind may become moot as SEELE makes their final bid to seize the Magi System with a ruthless scheme—taking Rei's own memories hostage! Collects Neon Genesis Evangelion—The Shinji Ikari Raising Project Volumes 16–18.

After being invited to a royal banquet, Kazuma meets the young Princess Iris—the little-sister type he's always dreamed of. Enthralled by his tales of derring-do as an adventurer, she whisks him away to a fairy-tale life in the castle. Kazuma hopes it'll last forever, but then he declares he'll capture an infamous thief...

Together with the djinn Ugo and his friend Alibaba, Aladdin sets out to find his fortune in the depths of the endless dunes... -- VIZ Media

From Star Creator Gen Urobuch (Fate/Zero, Puella Magi Madoka Magica) comes the fourth volume in the manga prequel to the hit anime series Psycho-Pass! The perfect society and its price...the manga prequel to the acclaimed anime series! In the 22nd century, the Psycho-Pass measures emotional health, making crime not only rare, but strange and dangerous--and the only "safe" job for a person on the borderline is as a cop...kept on a virtual leash as they hunt down the criminals they may soon become themselves! How did rice, once sacred to Japan, become its forbidden food? Division 3 descends into the deepest levels of the Special Sector in search of a lost field under a hidden sun...and the mysterious woman at the heart of their case, Kirika Nouzen.

With peace restored in Balbadd, Aladdin and his friends have begun training in Sindria, the land of King Sinbad. With the rise of Al-Thamen, an organization dedicated to spreading evil around the world, there is much to do. While Alibaba works to repair the Sword of Amon, visitors from the Kou

Empire arrive with an interesting proposal. Then King Sinbad assigns a weighty task—they must enter Dungeon No.61: Zagan... -- VIZ Media

After many adventures, Aladdin and Morgiana finally reach the great city of Balbadd, only to find it seething with corruption and dissent. There, Aladdin reunites with his friend Alibaba hoping to once again capture a dungeon together. However, Aladdin finds that Alibaba has changed and has become the leader of a band of outlaws... -- VIZ Media

Aladdin is still in a deep sleep and out of the fight, and Alibaba's old friend Cassim has fallen to evil, transformed into a Dark Djinn that threatens everyone in Balbadd. The battle rages, and even Sinbad struggles to hold his ground as he fights alongside Alibaba against Cassim and Judar. And on the sidelines, more enemies wait for their chance to pounce. The forces of darkness now seem to have the upper hand... -- VIZ Media

A quality pew and ministry Bible at a very economical price. - Complete text with subject headings and translators' footnotes.

Z'lie Adebola remembers when the soil of Orsha hummed with magic. Burners ignited flames, Tiders beckoned waves, and Z'lie's Reaper mother summoned forth souls.

Aladdin and Alibaba have entered the Dungeon of Qishan hoping to find hidden treasure—but danger's found them! A horde of slimes closes in on them, while Lord Jamil and his slaves head into the dungeon looking to intercept Aladdin and grab any riches he may have found! But these rivals have more to worry about than each other, and new friends, new enemies and amazing riches are yet to be discovered! -- VIZ Media

Sent to explore the dungeon known as Zagan, Aladdin and his friends have arrived on Tran Island. The mysterious Tran people are reluctant to help Aladdin defeat the dungeon, and it's no wonder

why—the ancient labyrinth seems to have a mind of its own! Overcoming Zagan will bring Aladdin face-to-face with old adversaries and some powerful and dangerous new foes. -- VIZ Media

Bound by the promise of a wish granted, magical girls are charged with battling the wraiths that move unseen through the masses of Mitakihara and devour the passions of their human prey. Mami, Kyouko, and Sayaka are of one mind when it comes to fighting these entities, but their task is hindered by squabbles within the group. Mami fears Sayaka and Kyouko will never see eye to eye, even as a giant wraith unlike any they've ever fought threatens to make a feast of them all!

Balbadd is in the throes of upheaval as Alibaba and the Fog Troop confront the corrupt ruler, Ahbmad. With agents of the Kou Empire waiting to pounce, Alibaba, Aladdin and Sinbad form an alliance to take on the powerful enemies arrayed against them. With Alibaba's newfound Djinn Equip ability and the Sword of Amon, he has the strength, but does he have the will? And will an old friend become his worst enemy? -- VIZ Media

The new shonen action manga from the creator of Magi is here! Musashi is a teenager living under demon rule. As children, he and his best friend made a promise: to become the greatest warriors in the world and overthrow the demons. But life intervenes, and five years later, he finds himself about to become a miner. Yet can Musashi truly be satisfied with a "normal" life? HOSENRYU YAMATA NO OROCHI... The Green Demon God, among the five strongest in the Land of the Setting Sun, has made Awaji Island its nest. The captain of the Uesugi Band of Samurai has gathered his allies to launch a large-scale attack. Lucky for them, Musashi and his friends arrive at his base in Harima. Now they must take part in the battle to reclaim Awaji Island while competing with other Bands of Samurai to obtain the Union under Heaven!