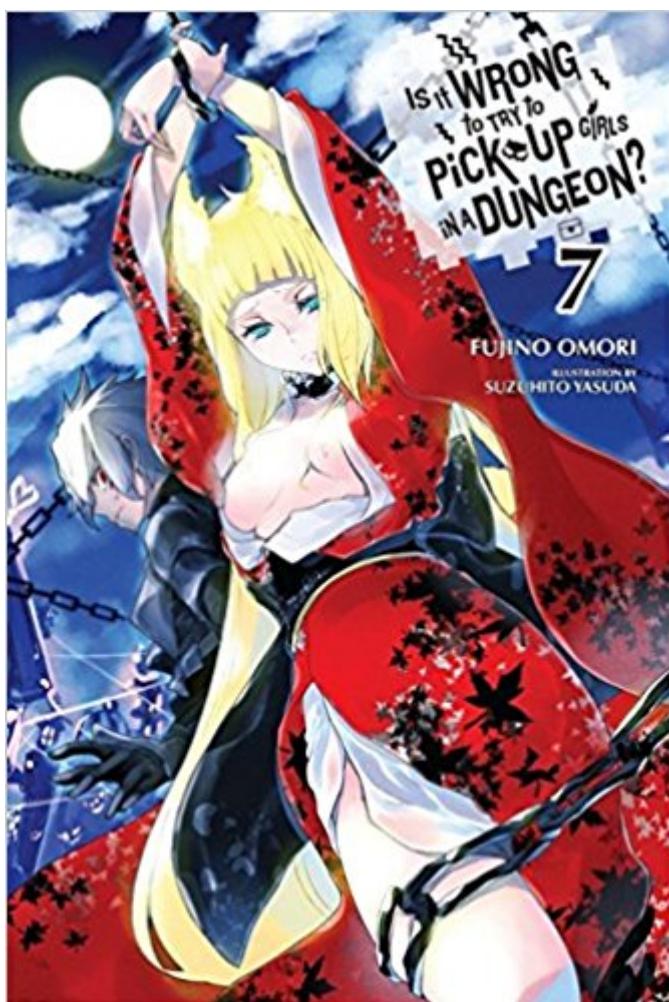


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Is It Wrong To Try To Pick Up Girls In A Dungeon?, Vol. 7 - Light Novel (Is It Wrong To Pick Up Girls In A Dungeon?)



Synopsis

Having triumphed in the War Game, Lilly, Welf, and Mikoto have forged new bonds with each other and with Bell, and the new-and-improved Hestia Familia is feeling distinctly more familial. But when Bell has to venture into the pleasure quarter of Orario to come to Mikoto's aid, he's soon tangled up in more intrigue than he bargained for. Ishtar Familia owns the night here, and none of Bell's experience can prepare him for their courtesan wiles!

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? Suzuhito Yasuda is the artist most known for his illustrations for the Durarara!! light novel series as well as the hit new light novel series, Is It Wrong to Pick Up Girls in a Dungeon?

Great entry into the series. Be forewarned though in many ways the tone for this is far darker than in previous volumes... Also by its very nature more... mature. I am unsure if the term Fanservice covers it, or maybe fanDiservice. By the product description fair amounts of the book take place in the cities Red Light District. For those unfamiliar with the term, it means the field of Prostitution plays heavily into the story. And that can be a frankly touchy subject to walk through. Fujino Omori handles it well though, without being overly in your face, unlike some authors I can name. Hestia Familia however continues to get stronger with its new members gained in the previous volume, and

seemingly we are starting to spend a volume of the story on telling a story for each of the characters. This one is Largely Mikoto's book (I believe the next will be more Lily Centric), and we learn more about the young samurai girl from the east, as well as more about just who and what the Takemikazuchi familia is. Oh Bell is still the Hero, and he really does get to show off his hero chops in this one. But Mikoto has plenty of opportunities to show why she is a badass in her own right. Now I am sure some will complain about the amount of girls our poor little white bunny has chasing after him, but the vast majority of the girls in this case go way more into the disservice part of the fanservice spectrum. When this vol gets animated I am fully expecting the need to tone it down a lot. Lets face it, s tend to be Barbarian classes.... and Barbarians don't tend to wear a whole lot (Imagine Conan in full plate.... silly) and well... the big bad goddess of this book Ishtar, is the Mesopotamian East Semitic (Akkadian, Assyrian and Babylonian) Goddess of Fertility and love... so picture Freya from this series (who gets to flex her evil chops) but with less scruples. I am however starting to spill over into Spoiler territory here, so I will sum it up, Fans of the previous entries should enjoy this (and hey they actually spend a bit of time in the Dungeon this time)

This seventh volume of the manga adaptation of the Light Novel series **Is It Wrong to Try to Pick Up Girls in a Dungeon?** was one of the best of the series. In part this is because the materials to be adapted were shorter at not even a full book, but still it was a great job. Also, they introduce Welf Crozzo. The book mostly adapts the fourth volume of the LN series, and deals with Bell's new notoriety for accomplishing the feat of reaching Level 2 and thus becoming the fastest person to ever level up by far. In doing so, he smashes his idol (who he is secretly in love with) Aiz Wallenstein's record (the previous fastest level up), and gets some animosity from goddess Loki and some more jealous fellow adventurers. Fortunately for him and Hestia, Freya is able to redirect the nosiness of Loki. This leads Loki to warn Hestia (despite their dislike of each other) that she thinks Freya has some hidden agenda towards her and Bell, given how Freya went out of her way to help Hestia and Bell when she is the pinnacle of power and they are a poor **familia**. Oh if Loki only knew how right she was. In this volume, as I said already, we meet Welf and see the interactions of the young blacksmith with Lily, who, to say the least, isn't thrilled with Bell hiring the first smith he makes friends with. The funny dynamic of Welf and Lily is portrayed in the art in a way that brings the scenes to life. Lily's pouting at Bell's actions without consulting her and at Welf's teasing are quite amusing. Of course, the main things this volume did, like the story in the fourth volume which it is adapting, are expanding the world of **Dungeon**, introducing Welf, and setting up the events of the fifth LN volume via the warnings of Lyu about the dangers of the Dungeon and

how just switching from lower to upper floors can be quite deadly. Oh, and it also explores the cool new magic abilities Bell has gained. The end of this volume transitions to the next story by having the first few scenes that show some new characters that are very important in said volume and after. The title of that chapter even outright states they are doing so. The art was, as always great. Whether it be making the amusing scenes funnier, showing the few battle scenes, or showing Welf's smithing, it was terrific. Indeed, the scene of Welf smithing and creating Bell's new weapon was perhaps the best one in the manga. Like with the LN scene it adapts, the manga captures the intensity of Welf's dedication to his craft, and views on a personal subject to him, and it is just as absorbing as the said LN scene. Aiz and others of *Loki Familia* don't appear but for a brief time, just as in the source material, but when they do appear, it is a treat to see a more human side to them. It seems that Bell's actions against the Minotaur, though sloppy, were impressive enough in the sheer determination they showed (especially given his level) to inspire others. This human side where they are so motivated and passionate makes them more endearing and better characters for it. The scene brought this forth in a way that the original scene in the novel couldn't do by itself. This was a fun story that was both a breather episode of sorts and heavy on worldbuilding. I recommend it and look forward to future volumes of this manga adaptation. Rating: 5/5 Stars.

For the most part, this is a good addition to the series. The realistic view of the Other Business is refreshing, compared to the lurid unrealistic depictions of other works, and Mr. Omori takes the classical definition of 'comedy' to heart (happy ending). There are two things though that are disappointing however. First, the characters of Daphne and Cassandra are not added to the protagonist grouping. From a realistic viewpoint, adding a Seer and a high-level combatant would have made things a bit too easy, but it was a bit of a let down that so many characters which have been introduced as potential members of the 'harem' are shuffled off elsewhere. Ditto for Mikoto. Second, um ... this is the 7th book in the series, and there is still a lack of commitment from any party. Only two, possibly three characters have declared their intentions for the protagonist, and pretty weakly at that. On the other hand, the level-up business is going very well. The protagonist has his 'secret power' (always good), but isn't overpowered. The cowardice is a little much, but that's the difference between manga/anime and literature: characteristics are overblown regularly. Best of luck Mr. Omori, kinda hoping for some resolution in the near future!

This book takes a step away from some of the series main elements, and grows the series in exciting ways. I don't want to spoil anything here, but new characters and locations are added.

While some of the series main locations and characters are almost entirely left out. At no point however did I feel disappointed, the author uses this to add great depth to the series, and makes a strong entry with this book.

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