

## How A Realist Hero Rebuilt The Kingdom Volume 1

With the blessings of his people, Souma has concluded his coronation and wedding ceremony. Now his little sister, Tomoe, is heading to her first day of school at the Royal Academy. As she takes her initial step through the gates, she's greeted with... "Oh! Hey! Isn't that Lady Tomoe over there?!" "Despite being a refugee, she was adopted by the former royal couple because of her gift..." "That means she's incredibly talented, right?" Ever since Souma's "if you have a gift" speech, the academy has turned from classism to meritocracy, and Tomoe, whose gift has been recognized by Souma himself, is drawing a lot of attention...?! Here comes volume 11 of the revolutionary, administrative, fantasy series!

O, Hero! With that cliched line, Kazuya Souma found himself summoned to another world and his adventure--did not begin. After he presents his plan to strengthen the country economically and militarily, the king cedes the throne to him and Souma finds himself saddled with ruling the nation! What's more, he's betrothed to the king's daughter now...?! In order to get the country back on its feet, Souma calls the wise, the talented, and the gifted to his side. Five people gather before the newly crowned Souma. Just what are the many talents and abilities they possess...?! What path will his outlook as a realist take Souma and the people of his country down? A revolutionary transferred-to-another-world administrative fantasy series starts here!

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ALL'S FAIR IN LOVE AND WAR When the Principality of Amidonia sends a desperate call for help defending itself against civil war and enemy invasion, Souma agrees to aid their former enemy. But the Principality's plea comes with strings, or perhaps rewards, attached—including a marriage proposal from their princess!

My retainers are my strength. With a massive number of monsters appearing in a "Demon Wave," the group of small to medium-sized countries known as the Union of Eastern Nations faces a crisis. During a conference with Empress Maria of the Gran Chaos Empire, Souma is asked to dispatch reinforcements to the union. The place Souma sends those troops to is the Kingdom of Lastania. Which is where a former foe, the crown prince Souma once drove from the Principality of Amidonia, Julius, is putting up a hard fight as a visiting general...?! And so, standing shoulder-to-shoulder with Julius, Souma uses his retainers' strength in an operation to save Lastania! The revolutionary administrative fantasy series, volume eight!

The Gran Chaos Empire is the largest nation on the continent and the leader of the Mankind Declaration, a united front against the demons. Amidonia uses part of the text of that declaration which states, "The moving of national borders by force will be deemed inadmissible," as their shield, borrowing the might of the Empire to demand the return of their capital, Van, but Souma refuses. And so, negotiations begin with the Empire's envoy, Jeanne, the younger sister of the Empress. "We do want to enter an alliance with the Empire. A secret one." With the

tempest of war behind them, the goals of the different nations send sparks flying in the seventh volume of this transferred-to-another-world administrative fantasy series!

The Great Tiger Kingdom of Haan, the Gran Chaos Empire, and the Maritime Alliance headed by the Kingdom of Friedonia compete with one another in a newly tripolar world. Suddenly, the Spirit Kingdom of Garlan, home to the high elves, attempts to make contact with these three great powers. They desire to regain the land they lost in the expansion of the Demon Lord's Domain. Souma, however, refuses to help them, seeing no benefit in doing so. Meanwhile, the Great Tiger Kingdom accepts their request and sends troops. Things soon take a downturn as a crisis unfolds; healthy soldiers are collapsing one after another. It turns out that a deadly disease known as the Spirit King's Curse has been running rampant in the Spirit Kingdom! In the face of a novel disease that could threaten the whole world, Souma introduces new policies no one has ever seen before! Here comes volume fifteen of the revolutionary administrative fantasy series!

Souma, who has come to the Union of Eastern Nations to deal with the demon wave, pushes east toward the intense fighting in the Duchy of Chima. Duke Chima has been gathering reinforcements with a promise to reward those who distinguish themselves in battle by presenting them with one of his six capable children, but the battle has reached a stalemate. En route to the Duchy of Chima, Souma meets the king of the nomadic state of Malmkhitan. As they travel together, Souma learns Fuuga is also there to support the Duchy of Chima. But for Fuuga, who is aiming to be the top contributor to the war effort, Souma is an enemy competing with him for one of the six brothers and sisters. When faced with Fuuga's shocking power, how will Souma handle it?! The revolutionary administrative fantasy series, volume nine!

Having returned from the Star Dragon Mountain Range, Souma heads to the next destination on his diplomatic tour, the Republic of Turgis. While he is there to investigate the possibility of forming cordial relations with a neighbor they currently have no interaction with, Souma finds his attention drawn to the high level of the local blacksmiths, and a plan occurs to him. Sensing that state level negotiations will be necessary to make his plan a reality, he succeeds in arranging a meeting with the republic's head of state. In order to make the negotiations fruitful, Souma demonstrates the kingdom's power to the republic. "I will show the republic the 'gain' to be had from working with us, and the 'threat' to make them hesitate to oppose us." Can Souma's secret plan move the republic?! The revolutionary administrative fantasy series, volume seven!

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 to infiltrate the islands before they arrive. As he gathers information within the enemy territory, he finds that the real threat isn't their naval fleet, but a massive creature in their waters that defies all common sense...?! What strategy will Souma come up with to handle these two encroaching threats?! Find out in the thirteenth volume of the revolutionary administrative fantasy series!

Bringing The Farm To Live In Another World summary: Bringing the Farm to Live in Another World is composed of a series of chapters where a man awakens in an unfamiliar place. He quickly notices that his life is not as it should be, and his main mission is to change the behavior and try to rebuild broken things. However, his body does not function normally, so he encounters different problems on his way. That can be truly challenging but very rewarding at the same time because he has a chance to fulfill life while discovering the real purpose of existence. At first, the man starts re-developing his family, and he also personally grows

together with that effort. That's a very good chance for the entire place where he found himself at the beginning of the book. The family has better chances to make something valuable and significant on the land, while the single man is quite limited in different aspects of life. His mission slowly becomes an epic journey and a very interesting story. The new place, however, seems strange to him so he struggles a lot to adapt to the new environment. To overcome various problems with his body, he is taking different types of drugs on a regular basis. The drugs provide some benefits because he can operate with his body better while on the treatment. However, such medication also has negative sides, so the situation is not ideal at all. The man still has one supernatural power despite all the problems he faces in the new places. He is capable to enter another world, which is, in fact, a farming simulation game. It does not seem useful at first. However, he can find normal food in that strange world. And it can be used elsewhere, even in the regular world. That still does not seem like a big deal, but he is stuck in an unfamiliar place, and the food is of precious value to him. He can survive without problems thanks to that supernatural ability because he always has enough food to eat well. That's why this cheat is so valuable to him. He also finds out about other happenings in strange places. There are other inhabitants near him, and their communities are full of different intrigues, businesses, fights, farming and other events. The man has the possibility to slowly discover the new places, but various problems are inevitable in his case. He will also have a chance to get involved in those happenings of other inhabitants, and you can find out many other details if you decide to read this novel. Like many other online books on this website, *Bringing the Farm to Live in Another World* is constantly growing and the updates arrive almost on a daily basis. So there is always something new even for the most faithful readers. So if you are a fan of such mixed genres, you should not miss the opportunity to read this great book

A storm is approaching the Star Dragon Mountain Range. Souma ends up confronting a calamity that transcends human knowledge?!

**A DANGEROUS PRIZE** When Souma receives an invitation to a martial arts tournament, he has no plan to attend until he discovers two things: first, the grand prize is a single wish, and second, the daughter of his kingdom's former general will be participating. Her father was arrested as a traitor, and she has every reason to hate Souma and the Elfrieden Kingdom. Now, he'll have to discover her true intentions before she gains the power to start an all-out war.

Treachery upon Intrigue upon Deceit! The war between Elfrieden and Amidonia continues, with Souma and Co. being held off outside the enemy capital. With personal loyalties and strategies being put to the test, is victory really within sight?

With Souma's defeat of the giant monster that menaced the Nine-Headed Dragon Archipelago, the people of the Kingdom celebrate his achievement. However, as far as the rest of the world is concerned, someone else has done something even greater—reclaim a piece of the Demon Lord's Domain. That is what Fuuga, King of Malmkhitan, has accomplished. Within the Union of Eastern Nations, Fuuga's power and influence rapidly expand. Unable to accept this encroachment, the anti-Fuuga faction launches an unsuccessful attempt on his life. This sparks all the nations of the Union to be drawn into a massive conflagration?! When this conflict ends, the world will move on to a new stage. Here is volume fourteen of the revolutionary

administrative fantasy series!

**A GIFTED STUDENT** With Souma's coronation and wedding behind him, he's ready to send his little sister Tomoe off for her first day at the Royal Academy. But from her first step through the gates, she's greeted with comments and stares from the other students. Tomoe's adoption, her gift, and her older brother are drawing a lot of attention...good, bad, and possibly even dangerous.

**FOUR WEDDINGS AND A CORONATION** The ceremony that will turn Souma from provisional king to true monarch is rapidly approaching, and because Souma is to wed his fiancées on the same day, the capital is overflowing with excitement. Not overflowing enough for Souma, though, who uses his own marriage as an excuse to push his retainers to confess to their beloveds and tie the knot, too. Admirable as the king's motives are, can the kingdom really handle all this romance, all at once?!

**A STORM APPROACHES** An invitation from the godbeast, Mother Dragon, takes Souma to the Star Dragon Mountain Range to attend the Contract Ceremony, where contracts between knights and dragons are formed. There, he meets and befriends flightless dragon Naden, who has always been taunted for her inability to fly. But Souma's attempts to make her realize her own value are rudely interrupted when the Mother Dragon prophesies impending disaster—an unforeseen calamity is about to strike the Star Dragon Mountain Range, and Souma's caught right in it!

Contains the full Volume 3 and 4! The Subjugation War Begins! With supplies in place, plans made, and alliances forged, Souma's mission to subdue the rebelling nobility has begun. With a pocket full of tricks, loyal subjects, and modern knowledge, this should be easy! Well... not if you want your civilians to escape unharmed. Or if adventurers keep treading across the battlefield. Or if your nosy neighbors think this might be the best time to launch an invasion of their own. As the conflict expands, it's up to the crew to find a way to win without falling prey to tricks, manipulations, and schemes behind the scenes. Can Souma survive? And with his reputation intact?

**MY RETAINERS ARE MY STRENGTH** Beset by an unprecedented wave of monsters, the group of small to medium-sized countries known as the Union of Eastern Nations is in dire straights. Requested to send reinforcements to their aid, Souma dispatches troops to the Kingdom of Lastania—where Julius, former crown prince of the Principality of Amidonia, is currently holding the monsters at bay. And so it comes to be that Souma, standing shoulder-to-shoulder with an old foe, must depend on his retainers' strength to save Lastania!

Summoned to another world to slay the mighty beast...of governance! (Now with an anime!) When the aggressively pragmatic Kazuya Souma is summoned to another world as a hero, he's not given a quest, he's given a kingdom to rule. On top of that, he's betrothed to the previous king's daughter! To get the country back in order, Souma gathers a group of gifted individuals to his side. Will their impressive talents and his own knack for logistics be enough to get the country on its feet again?

**THE ENLIGHTENMENT BEGINS!** Souma visits Lagoon City, where he finds Castor waiting for him. But Souma is prepared for the encounter, and has an ace up his sleeve! Castor is left dumbstruck when the king unveils a top secret project he's had the National Defense Force working on. Just what is Souma planning, and what role does he intend his disgraced former General to play in it?

**THE ART OF WAR!** Now King of Elfrieden, Souma begins to put his economic reforms into motion—only to find himself clashing with the rebellious Duke Georg Carmine, General of the Army. When the neighboring Principality of Amidonia gets involved, Souma's hopes for peace and diplomacy go right out of the window as the countries wind up embroiled in war! Facing opposition both at home and abroad, can

## Acces PDF How A Realist Hero Rebuilt The Kingdom Volume 1

he hold his own in the military arena as well as the political one?

With the subjugation of the Principality of Amidonia accomplished, Souma, the provisional king, begins the post-war cleanup process with his next move, Project Lorelei. It is an entertainment program that uses the Jewel Voice Broadcast. It was originally only thought that this program would amuse the people of the Kingdom, but it is being broadcast in occupied Van, too. What does Souma hope to accomplish with that...?! Then, when Souma takes some time off to rest in the capital of Amidonia, Van, with Juna and Tomoe, he encounters Jeanne Euphoria, the younger sister of the Empress of the Gran Chaos Empire. What sort of "negotiation" does the "realistic" Jeanne, who supports her idealistic sister, have in store for Souma...?! The revolutionary transferred-to-another-world administrative fantasy is now on it's third volume!

How a Realist Hero Rebuilt the Kingdom (Light Novel)Seven Seas

Contains the complete Volumes 1-2! Meet Rio: a callous orphaned boy living in the slums. At only 7-years-old, he realizes he's actually the reincarnation of Haruto Amakawa, a Japanese university student with a tragic past. While still reeling from this shocking epiphany, Rio also comes to learn that he possesses extremely potent magical abilities and uses his new powers to solve the kidnapping case of a little girl. His good deed is acknowledged, and he's rewarded by being enrolled into... a prestigious academy for noble children...?

ALL'S FAIR IN LOVE AND WAR Souma pushes east toward the demon onslaught in the Duchy of Chima, where Duke Chima has been promising to reward those who distinguish themselves in battle by presenting them with one of his six remarkable children. Along the way, he meets Fuuga, king of the nomadic state of Malmkhitan. As they travel together, Souma learns Fuuga is also there to support the Duchy of Chima. The only problem is that Fuuga, who intends to be the decisive factor in turning the tides of battle, now sees Souma as a rival—competing with him for the reward of one of the Duke's children!

Contains the full Volume 1 and 2! "O, Hero!" With that cliched line, Kazuya Souma finds himself summoned to another world and his adventure in administration begins! Upon presenting a plan to strengthen his new land economically and militarily, the king cedes the throne to him and Souma finds himself stuck with the top job! What's more, he's betrothed to the outgoing king's daughter?! In order to get the country back on its feet, Souma must summon the wise, the talented, and the gifted to his side. And even when he does manage to catch a break, a day off with his staff provides anything but: rebelling retainers, natural disasters, and the threat of war all await. Can Souma keep up without succumbing to the stress?

HAMMER AND TONGS Visiting the neighboring Republic of Turgis on a diplomatic mission, Souma's eye is caught by the skill of the local blacksmiths—and an idea occurs to him. Sensing that he'll need the cooperation of Turgis's head of state to make this scheme a reality, Souma prepares for a dual display: show the republic both what they could gain from working with him—and what wrath they might incur if they refuse. Will this bold move work, or backfire on him?!

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! "Starting today, I will formally become the king of this Kingdom of Friedonia." Having returned from the Union of Eastern Nations and rested awhile, the ceremony that will turn Souma from a provisional king to the true king is rapidly approaching. Because Souma's marriage to his fiancées is to be held on the same day, the capital gets more lively than ever! Meanwhile, using his own marriage as an impetus, Souma

encourages his retainers to get married, too. Those who are already engaged to be married, those who aren't ready to be husband and wife yet, those who haven't even recognized their own love—Souma shows concern for all his retainers' different circumstances... The revolutionary administrative fantasy series, volume ten!

In another world, somewhere in space and time, two countries - Bellogard and Chorny - are locked in perpetual war, conducted by magic. Each of the main members of the two countries' courts - king, queen, prince, bishop, knight and squire - has their own form of magic, and special ways of moving magically. A war may continue for centuries, until one side succeeds in killing the other side's king, at which point the whole world vanishes, only to reappear and have the cycle begin again. . . Pedino is a young Bellogardian who becomes the queen's squire and, as part of his training, is sent into a seedier part of the city to uncover a Chornian spy. During his adventures he meets and falls in love with a whore, Sara, who turns out to be a Chornian bishop's squire. Pedino succeeds in killing the other Chornian bishop - a remarkable achievement for a mere squire; but in the manoeuvres which follow Chorny proves to have outwitted its rival, and Pedino's whole world is threatened with extinction. There have been many stories modelled on chess games, but none so ingenious and enjoyable as Ian Watson's latest novel. And, as one would expect from Watson, the story of Bellogard and Chorny is only the beginning. When Pedino and Sara manage to escape the destruction of their universe, they find themselves in a series of even more bizarre worlds operating under still stranger rules, as they seek to discover the purpose of their existence, and the meaning of their universe. Queenmagic, Kingmagic is Ian Watson in sparkling, exuberant form.

The war rages on as Souma takes on the rebellious three generals - but is everything as it seems? As the conflict expands, it's up to the crew to find a way to win without falling prey to manipulation upon scheme behind the scene. Can Souma survive? And with his reputation intact? NO REST FOR ROYALTY! The war at an end, Souma launches Project Lorelei: an entertainment program that uses the Jewel Voice Broadcast. He then takes some time to recover in Van, the now-occupied capital of Amidonia—and that's where he has a run-in with Jeanne Euphoria, the younger sister of the Empress of the Gran Chaos Empire, who wants to negotiate. What does this pragmatic princess want with Souma?

Restructuring an entire government is exhausting work. But despite an agenda of rest and relaxation, Souma's day off with the girls provides anything but: rebelling retainers, natural disasters, and the threat of war all await. Can Souma keep up without succumbing to the stress? With the intense conclusion to the war against Gaius, the warrior king, the long period of conflict that transpired from the civil war comes to a close. Amidonia now occupies the capital of the Principality, Van, and Souma sets about preparing for the challenges that await him in a post-war world. "This is where the king's real work begins." Using an unorthodox plan, Souma aims to win the hearts and minds of Van's people. He keeps the importance of his comrades, who he has grown closer to during the war, in mind as he takes his next steps as king. The Subjugation War Begins! With supplies carried, plans made, and alliances forged, Souma's mission to subdue the rebelling nobility has begun. With a pocket full of tricks, loyal subjects, and modern knowledge, this should be easy! Well... not if you want your civilians to escape unharmed. Or if adventurers keep treading across the battlefield. Or if your nosy neighbors think this might be the best time to launch an invasion of their own. Still, rational thinking will prevail... right?

An invitation has arrived for the Great Martial Arts Tournament in the Mercenary State of Zem. Its grand prize? A single wish. Having previously broken off diplomatic relations with the Zem, though, Souma had no intention of responding—that is, until he received reports that the daughter of the former General of the Army will be participating?! Her father, Georg Carmine, was disposed of as a traitor following the

