

My Hero Academia 11

With Pop possessed and wreaking havoc as Bee Pop, Koichi must push his Quirk to the limits to try to save her. The pressure is on, because if Pop won't fulfill the duplicitous Number 6's plans, this evil villain is more than willing to sacrifice her. The chaos downtown has also drawn the attention of Endeavor, the fiery number two hero, and his scorched-earth methods of dealing with trouble make no distinction between villain and vigilante! -- VIZ Media

Midoriya inherits the superpower of the world's greatest hero, but greatness won't come easy. What would the world be like if 80 percent of the population manifested superpowers called "Quirks"? Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? A new player emerges in the underground world of villains in the form of the Meta Liberation Army. Led by the CEO of the Detnerat Corporation, the MLA is preparing for a new metahuman revolution. In their eyes, the League of Villains is an obstacle to be removed, but Tomura and his band of miscreants aren't about to go down quietly. It's army versus league in all-out war, and dominance must be established.

Koichi Haimawari couldn't make the cut to become an official hero, so he uses his modest Quirk to do good deeds in his spare time. Then one day a fateful encounter with some local thugs leads him to team up with two other unlikely heroes. None of them really know what they're doing, but they've got the courage—or foolishness—to try. But they soon discover fighting evil takes more than just being brave... -- VIZ Media

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Not everyone needs a license to fight for justice! In a superpowered society, there is nothing ordinary about evil anymore. Heroes, trained and licensed to

protect and defend the public against supervillains, stand above all the rest. Not everyone can be a hero, however, and there are those who would use their powers to serve the people without legal sanction. But do they fight for justice in the shadows, or for reasons known only to themselves? Whatever they fight for, they are called...vigilantes. As O'Clock and his accidental allies Tiger Bunny and The Rapper try to escape the riot in the underground arena, shadowy figures observe the chaos from afar. O'Clock takes on a hooded fighter who seems to be targeting him specifically. Back in the present day, Pop has been rescued, but Koichi and his friends have only a brief respite before the villainous Number 6 puts a terrifying new plan into action. In true vigilante fashion, Koichi must evade the law in order to protect Pop...

What would the world be like if 80 percent of the population manifested superpowers called "Quirks" at age four? Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? Getting into U.A. High School was difficult enough, but it was only the beginning of Izuku's long road toward becoming a superhero. The new students all have some amazing powers, and although Izuku has inherited All Might's abilities, he

can barely control them. Then the first-year students are told they will have to compete just to avoid being expelled!

Pop has emerged as the new Queen Bee, her transformation forced upon her by the villainous Nomura, a.k.a. Number 6. At his direction, Pop begins to rain destruction down on Naruhata. With a villain on the loose, it's only natural for heroes to be called in to deal with the situation, but Koichi knows his friend's life and soul are at stake. Will inspiration from his old master and training with past foes help him find the hero within? -- VIZ Media

The secrets of the smash-hit series My Hero Academia are revealed! My Hero Academia: Ultra Analysis—The Official Character Guide is jam-packed with all the profiles, stats, and trivia about your favorite heroes—plus a color art gallery, sketches, and a team-up discussion featuring My Hero Academia creator Kohei Horikoshi in conversation with Bleach creator Tite Kubo! -- VIZ Media

The U.A. students have reached the practical portion of their final exam, but they didn't expect to have to beat their own teachers in order to pass! Paired with his archrival Bakugo, Midoriya has to try to take on none other than All Might himself. Working with Bakugo is one thing, but is giving everything he's got to beat All Might more than Midoriya can handle? And in a nearby arena, Yaoyorozu and Todoroki endure a similar struggle. Meanwhile, a sinister new

adversary prepares to make a move... -- VIZ Media Class 1-A is working on developing their ultimate moves—a process that will test their strength and creativity in all-new ways! To help them out, Mei Hatsume, a student from the Support Course, is brought in to develop improvements to their costumes. The attention from Mei might be more than Midoriya can handle, but he'll need every edge he can get to pass the next hurdle for the students of U.A.—the Provisional Licensing Exam! -- VIZ Media Midoriya inherits the superpower of the world's greatest hero, but greatness won't come easy. What would the world be like if 80 percent of the population manifested superpowers called "Quirks"? Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? In the wake of tragedy, Class 1-A prepares for the upcoming culture festival. While the students are busy planning for success, other forces are at work with their own agendas, and Midoriya, amid the preparations, continues to train with All Might. But when he runs into the failed hero Gentle Criminal, what lesson will he learn? Not everyone needs a license to fight for justice! In a superpowered society, there is nothing ordinary about evil anymore. Heroes, trained and licensed to

protect and defend the public against supervillains, stand above all the rest. Not everyone can be a hero, however, and there are those who would use their powers to serve the people without legal sanction. But do they fight for justice in the shadows, or for reasons known only to themselves? Whatever they fight for, they are called...vigilantes. Pop has emerged as the new Queen Bee, her transformation forced by the villainous Nomura, a.k.a. Number 6. At his direction, Pop begins to rain destruction down on Naruhata. With a villain on the loose, it's only natural for heroes to be called in to deal with the situation, but Koichi knows his friend's life and soul are at stake. Will inspiration from his old master and training with past foes help him find the hero within? A villain incident when Aizawa was a student at U.A. changed him forever. Who could have known that fateful encounter would someday have an impact on the present? But as time goes by, life also changes for Koichi, Pop, Makoto and everyone else. The glory days of Narufest are over, and it's time to move on. Makoto puts an important question to Koichi, and Pop struggles to find herself. But Pop's decision to go it alone may lead her down a dangerous path... -- VIZ Media

The definitive translation by Dick Davis of the great national epic of Iran—now newly revised and expanded to be the most complete English-language edition A Penguin Classic Dick Davis—“our pre-

eminent translator from the Persian” (The Washington Post)—has revised and expanded his acclaimed translation of Ferdowsi’s masterpiece, adding more than 100 pages of newly translated text. Davis’s elegant combination of prose and verse allows the poetry of the Shahnameh to sing its own tales directly, interspersed sparingly with clearly marked explanations to ease along modern readers. Originally composed for the Samanid princes of Khorasan in the tenth century, the Shahnameh is among the greatest works of world literature. This prodigious narrative tells the story of pre-Islamic Persia, from the mythical creation of the world and the dawn of Persian civilization through the seventh-century Arab conquest. The stories of the Shahnameh are deeply embedded in Persian culture and beyond, as attested by their appearance in such works as *The Kite Runner* and the love poems of Rumi and Hafez. For more than sixty-five years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,500 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators. Since the terrifying incident when Tomura’s Quirk

manifested, only the greatest villain of them all, All For One, has been able to speak to the broken young boy's heart. The consequences of that fateful meeting play out in the present as Tomura and Re-Destro, the leader of the Meta Liberation Army, battle for supremacy—and if it takes leveling a whole city to sort out who's on top, so be it! -- VIZ Media

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you do if you were one of the 20 percent who were born Quirkless? Bakugo's abduction by the League of Villains was a carefully calculated move designed to draw out the heroes—All Might in particular—and destroy them. Midoriya and his friends set out on a rescue mission that eventually pulls in not only All Might but also several other heroes! The casualties mount, until at last the mastermind of the plot appears—All for One, the only villain powerful enough to take on All Might head-to-head and possibly win!

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Nighteye asks other heroes to form a team to launch a rescue attempt—and the students of Class 1-A are going into the lion's den with them! But Nighteye, who can see the future, refuses to look at the fates of anyone going on the mission...

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be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? Midoriya has learned a few tricks from Gran Torino, but some things just have to be experienced to be understood. Even though he's not ready, when the League of Villains attacks in the town of Hosu, Midoriya rushes to help Ida, who is engaged in a life-and-death struggle with Hero Killer Stain. Stain has some very particular ideas about heroes and their place in society—and he means to purge every hero he can find! When you're not a licensed hero, sometimes you need all the help you can get. For Koichi, unexpected—but not entirely unwelcome—assistance comes in the form of Makoto Tsukauchi, one of Koichi's friends at school. Makoto's got a self-confident vibe that makes Pop Step more than a little anxious and...jealous? Meanwhile, out in the streets of the Naruhata district, the scheming bee user Hachisuka continues her distribution of the "instant villain" drug, Trigger... -- VIZ Media

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One For All. The clash extends into the One For All spirit realm, where the previous users and even All For One join the struggle. While the battle for the ultimate Quirk rages, the other heroes and villains duke it out. Ochaco finds herself taking on Toga, who doesn't want a fight so much as a heart-to-heart? Then, Dabi finally arrives in Jaku City with a shocking revelation...

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Listen up! Follow the story of Midoriya, All Might and all the other aspiring heroes of U.A. High, but with hilarious twists! In this first volume, find out how Midoriya really trained to receive One For All and learn the U.A.

students' goofy thoughts during their first practical exams...plus, All Might as Santa Claus? What are you waiting for? Start reading!! -- VIZ Media

Koichi and his "friends"—Kazuho, a.k.a. Pop Step, and

the mysterious Knuckleduster—have teamed up to protect their neighborhood (unofficially of course). But even petty criminals with Quirks can be dangerous, and taking them on shows Koichi that he'd better not underestimate them. Sizing up the opposition is important, especially when some of the villains are definitely out of Koichi's league and more sinister threats lurk in the shadows... --

VIZ Media

The sinister Hachisuka continues to haunt the Naruhata district, distributing the Quirk-boosting drug Trigger. Knuckleduster continues to track her and is closing in. Meanwhile, Pop Step receives an unexpected invitation to perform at the Marukane department store's grand reopening. With Makoto helping out, it's going to be nothing less than an all-out entertainment extravaganza! But that's only if she can organize a disorganized group of performers in time for the show! -- VIZ Media

This volume of the My Hero Academia parody series treats hero education like a joke! First, the aspiring heroes of U.A. High enjoy fun in the sun on their summer break. Then, exams are replaced by silly student vs. teacher games assigned at random! Plus Izuku and company in Halloween costumes and as animals! What are we teaching these kids?! -- VIZ Media

Disaster at the Marukane department store's grand reopening was averted thanks to the efforts of Koichi, Pop Step and their band of low-end idols. But

a greater calamity was prevented by the clash between Knuckleduster and Kuin Hachisuka, who was possessing Tamao, Knuckleduster's own wayward daughter! In the end, Knuckleduster nearly had to kill Tamao to free her from the villainous entity possessing her. Now that he has achieved his goal and saved her, is Knuckleduster through with his life as a vigilante? -- VIZ Media

Captain Celebrity and Koichi gave it all they had to hold off the explosive attacks set up by the mysterious high-speed villain. But now, as the Sky Egg stadium plunges earthward, can anyone save the day? And just who is the sinister speedster? What is his connection to Knuckleduster? Koichi's mentor still has a lot of secrets he hasn't told anyone. Later, Aizawa helps Koichi deal with a minor villain and the encounter triggers a memory from his youth... -- VIZ Media

Bakugo's abduction by the League of Villains was a carefully calculated move designed to draw out the heroes—All Might in particular—and destroy them. Midoriya and his friends set out on a rescue mission that eventually pulls in not only All Might but also several other heroes! The casualties mount, until at last the mastermind of the plot appears—All for One, the only villain powerful enough to take on All Might head-to-head and possibly win! -- VIZ Media

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Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? A sinister group of villains has attacked the first-year U.A. students, but their real target is All Might. It's all that Midoriya and his classmates can do to hold them off until reinforcements arrive. All Might joins the battle to protect the kids, but as his power runs out he may be forced into an extremely dangerous bluff!

The Hassaikai crime gang, led by the young boss Chisaki, has been working on a plan to distribute a Quirk-destroying drug. The key to this evil scheme is the young girl Eri, held prisoner in Chisaki's hideout. Nighteye asks other heroes to form a team to launch a rescue attempt—and the students of Class 1-A are going into the lion's den with them! But Nighteye, who can see the future, refuses to look at the fates of anyone on the mission... -- VIZ Media

After returning from an eventful trip to Osaka, Koichi starts experimenting with his Quirk—does he have more potential than he thought? Detective Tsukauchi continues to investigate the instant villain incidents, quietly enlisting the help of Eraser and even consulting All Might. And with Hachisuka out of the picture, the shadowy figure behind the Trigger drug deploys a new and even more dangerous agent... --

VIZ Media

It's off to summer camp for Midoriya and the U.A. students! But this is no ordinary vacation—it's high-impact training where the students are expected to develop their Quirks even further! The teachers have set up some tough challenges, but none will be as difficult and as life changing as the threat a new group of enemies poses. What's even worse is who the villains' target is and why... -- VIZ Media

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secret information. A big villain attack is coming, and the heroes must do all they can to prepare. As part of these preparations, Eraser Head and Present Mic pay a visit to the prison, while Midoriya, Bakugo and Todoroki begin training under Endeavor in order to become fighters who can stand on their own. But in the meantime, the boys will have to survive a dinner party at the Todoroki household!

Yayyy! This volume of the My Hero Academia parody series covers the Sports Festival, internships and other fun stuff.

The Sports Festival turns into a crazy baseball game, and then Izuku Midoriya, a formerly Quirkless boy and now the inheritor of the world's greatest superpower, starts having some weird fantasies. Plus we all get turned into...babies? How could you not want to read about that?! -- VIZ Media Getting into U.A. High School was difficult enough, but it was only the beginning of Midoriya's long road toward becoming a superhero. The new students all have amazing powers, and although Midoriya has inherited All Might's abilities, he can barely control them. What's more, the first-year students are told they will have to compete just to avoid being expelled! -- VIZ Media

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