

## **One Punch Man: 10**

**The Monster Association has kidnapped Tareo, the boy who admires Garo, and now Garo finds himself plunging headfirst and alone into the heart of the Monster Association's hideout. Meanwhile, the Hero Association pushes forward with its operation to rescue Waganma, while Genos and the others are living it up enjoying hot pot at Saitama's place! -- VIZ Media**

**To stop a Demon-level crisis, Saitama and company head toward the action. However, even Class-S heroes prove to be no match for the Deep Sea King! In order to protect the good citizens, our heroes will need to summon all of their courage and confront this threat! -- VIZ Media**

**One-Punch Man VIZ Media LLC**

**Surrounded by heroes, Garo finds himself in a tight spot. But despite the great numbers, he defeats the heroes one by one with his unmatched strength before Genos comes rushing in! Meanwhile, Saitama is reaching the height of irritation in his own battle...with King?! -- VIZ Media**

**Lined Pages, 110 Pages, 7 X 10 (Same B5 Size), Saitama One-Punch Man Grey Notebook Cover**

**One punch man**

**B5 (7 X 10 Inches), Cornell Notes, 110 Pages**

**Serious Scientific Answers to Absurd Hypothetical Questions**

Hero hunter Gato intensifies his onslaught, so of course Saitama decides now is the perfect time to join a combat tournament. Meanwhile, Class-S hero Metal Bat takes guarding a Hero Association executive and his son, and before long trouble appears! -- VIZ Media

Let's me introduce to you our perfect sketchbook One-Punch Man! It can be used as a sketchbook, journal, diary, or composition book. This paperback sketchbook has a soft, matte cover. Perfect for all ages -- kids or adults!

Saitama's easily taken out a number of monsters, including a crabby creature, a malicious mosquito girl and a muscly meathead. But his humdrum life takes a drastic turn when Genos—a cyborg who wants to uncover the secret behind his strength! -- VIZ Media

One-Punch Man sketchbook Gift! A beautiful One-Punch Man poster make a motivation for your works. It's interesting when you and your friend own this sketchbook for your cooking recipe, future plan or anything you need.

One-punch Man. 10

Hellsing Deluxe Volume 1

One-Punch Man, Vol. 21

One-Punch Man, Vol. 18

**Click the orange button "Add to Cart" on the right to get a mini sketchbook for girls, teens and all the one who love One-Punch Man. It can be used as a sketchbook, diary, or school supplies with suitable size for you bag.**

Hero hunter Gato intensifies his onslaught, so of course Saitama decides now is the perfect time to join a combat tournament. Meanwhile, Class-S hero Metal Bat takes an assignment guarding a Hero Association executive and his son, and before long trouble appears! Rated: T.

"Every time a promising villain appears, Saitama beats the snot out of 'em with one punch! Can he finally find an opponent who can go toe-to-toe with him and give his life some meaning? Or is he doomed to a life of superpowered boredom?"--

Immediately before the big Monster Association battle, the Class-S heroes hold a strategy meeting. Unfortunately, they just aren't in sync, and when Amai Mask barges in, the situation only gets worse. Thankfully, King appears just in time to boost their morale—and it's a good thing, too, because suddenly the big monster battle begins! -- VIZ Media

One-Punch Man, Vol. 20

Logo One-Punch Man Notebook

One-Punch Man, Vol. 19

110 Pages, 7 X 10 , Cornell Notes

The international sensation returns in deluxe hardcover editions, collecting Kohta Hirano's manga masterpiece for the first time in its original 7x10 serialized format. This deluxe hardcover edition comes with an embossed casing, sewn binding, and ribbon marker. Renowned for its action-packed approach to horror, Hellsing is gruesome fun turned up to eleven! With supernatural horrors haunting the streets and preying upon humanity, the shadowy Hellsing Organization fights back against hell's minions. And Hellsing has a secret weapon in their arsenal: the vampire lord Alucard, whose terrifying powers are needed more than ever as an army of the undead marches on London beneath the banner of the swastika! Collects Hellsing chapters 1-27 from Hellsing Volumes 1-4.

While Saitama's distracted at a martial arts tournament, Centichoro, a threat-level Dragon monster, attacks! Metal Bat engages it in battle but struggles against its gargantuan size. The monster knocks him into the distance and right into the path of hero-hunter Garo! -- VIZ Media

Narinki's private force is now free from Super S's control. Bushi Drill, Okama Itachi and Iaian plot their escape, but threat level Demon monster Malong Hair appears before they can flee, and a fierce fight breaks out. Elsewhere, their master Atomic Samurai encounters a creepy opponent! -- VIZ Media

**Time bomb Garo, a monster admirer, finally explodes, attacking the Hero Association! Meanwhile, Miss Blizzard visits Saitama at his apartment. Because of his lower rank, she plans to make him one of her subordinates, but... -- VIZ Media**

**In An Instant**

**One-Punch Man**

**Saitama One-Punch Man Notebook**

**One-Punch Man, Vol. 16**

Garo has just left the Monster Association's hideout when he crosses paths with Saitama, who's in quite a pickle, but Saitama still doesn't know Garo is the Hero Hunter. Later, King the Ripper can no longer hold back his murderous urges and confronts Garo himself! -- VIZ Media

A bitterly jealous brother, a samurai who makes the ultimate sacrifice, a cold-hearted husband, a monk who mistakes desire for piety, a fraudulent merchant who meets his match in a supernatural river otter — the motives underlying these traditional Japanese folktale characters are explored with haunting results. Prompted by the sometimes illogical and perplexing actions of folktale characters (Why doesn't the wolf kill Little Red Riding Hood right away?), master storyteller Rui Umezawa revisits eight popular Japanese folktales, delving beneath their sometimes baffling plot lines to highlight the psychological motivations behind the characters' actions. In "Betrayal," a treacherous husband poisons his wife so he can marry another woman. In "Paradise," a young man saves the life of a sea turtle, who takes him to a luxurious underwater palace, where his every whim is fulfilled. A brother in "Rage" is consumed by jealousy when his brother's dog digs up a cache of gold. In "Honor," a samurai kills himself to keep a promise made to his blood brother. Tales of addiction, bravery, sex, greed, abuse and control — these stories take their inspiration from the great Japanese storytelling traditions, as well as from Noh and Kabuki. Sometimes laced with ironic humor, sometimes truly horrifying, these stories of the strange and supernatural will appeal to readers of all ages, but they particularly speak to teenagers. Evocative and haunting illustrations by the stunningly talented Mikiko Fujita add to the eerie beauty of this collection. A detailed afterword outlines the author's storytelling approach and provides source material for each tale.

The hero hunter is near death when the Monster Association attempts to steal him away, unleashing Centichoro in the process. Bang and company face it head-on before Genos boldly enters the fray! -- VIZ Media

Immediately before the big Monster Association battle, the Class-S heroes hold a strategy meeting. Unfortunately, they just aren't in sync, and when Amai Mask barges in, the situation only gets worse. Thankfully, King appears just in time to boost their morale—and it's a good thing, too, because the big monster battle begins! -- VIZ Media

7 X 10 (Same B5 Size), 110 Pages, Cornell Notes

One-Punch Man, Vol. 1

Rough 'n' Tumble

One-Punch Man, Vol. 17

The creator of the incredibly popular webcomic xkcd presents his heavily researched answers to his fans' oddest questions, including "What if I took a swim in a spent-nuclear-fuel pool?" and "Could you build a jetpack using downward-firing machine guns?" 100,000 first printing.

R to L (Japanese Style). Rough 'n' TumbleAs the second half begins in the Kanto Tournament game between the Devil Bats and the White Knights, Ojo is still leading by seven points. Sena continues to struggle against the seemingly unstoppable Shin, but it's another Deimon player who finds a kink in the Knights' armor. Hoping to prove his superiority in the air, Monta clashes head-on with ace receiver Sakuraba. Will Monta's skills help put Deimon back in scoring position?

What happens when a superhero can beat the snot out of every villain with just one punch? Can he find an opponent to give his life meaning, or is he doomed to a life of superpowered boredom? Nothing about Saitama passes the eyeball test when it comes to superheroes, from his lifeless expression to his bald head to his unimpressive physique. However, this average-looking guy has a not-so-average problem—he just can't seem to find an opponent strong enough to take on! The human monster and hero hunter Garo cranks up the intensity of his destruction. As the damage increases, throwing the hero world into turmoil, Saitama decides it's the perfect time to develop an interest in martial arts and sneaks into a combat tournament. Meanwhile, the Class-S hero Metal Bat takes an assignment guarding a Hero Association executive and his son, and it isn't long before trouble appears!

Saitama would like to meet an incredibly strong enemy and defeat it one blow because he is One-Punch Man.

Saitama One-Punch Man Notebook for School

Strange Light Afar

The Lottery

## One-Punch Man Anime Notebook

Life gets pretty boring when you can beat the snot out of any villain with just one punch. Nothing about Saitama passes the eyeball test when it comes to superheroes, from his lifeless expression to his bald head to his unimpressive physique. However, this average-looking guy has a not-so-average problem—he just can't seem to find an opponent strong enough to take on! Every time a promising villain appears, Saitama beats the snot out of 'em with one punch! Can he finally find an opponent who can go toe-to-toe with him and give his life some meaning? Or is he doomed to a life of superpowered boredom?

A seemingly ordinary village participates in a yearly lottery to determine a sacrificial victim.

Every time a promising villain appears, Saitama beats the snot out of 'em with one punch! Can he finally find an opponent who can go toe-to-toe with him and give his life some meaning? Or is he doomed to a life of superpowered boredom? -- VIZ Media

Nothing about Saitama passes the eyeball test when it comes to superheroes, from his lifeless expression to his bald head to his unimpressive physique. However, this average-looking guy has a not-so-average problem—he just can't seem to find an opponent strong enough to take on! When aliens invade Earth, a group of Class-S heroes finally finds a way to fight back and go on the offensive. Inside the enemy mother ship, Saitama fights Boros. Faced with the alien's frightful power, he decides to get serious! What is the Earth's fate?!

One-Punch Man, Vol. 23

110 Pages, B5 (7 X 10 Inches), Dotted Pages

Notebook One-Punch Man Anime

One-Punch Man, Vol. 15

*If you are looking for journal, or looking for a great gift, this sketchbook is a fantastic choice. This Cute sketchbook/Journal would be such a WONDERFUL GIFT for your favorite friend or family member who is love One-Punch Man characters*

*This cute sketchbook is sized at a medium size with 110 lightly unlined blank pages and a cute chibi picture of One-Punch Man on the cover. It can be use as a sketchbook, diary, or guest book at home, school, or the office. Also, you can makes a thoughtful birthday or holiday gift for your friend.*

*Despite just finishing a martial arts tournament and immediately dealing with the Monster Association invasion, Saitama still proves to be so incredibly strong that he feels empty inside. King lectures him on how to live like a hero, but it doesn't help. Meanwhile, servants of the Monster Association close in on Speed-o'-Sound Sonic! -- VIZ Media*

*The monster Goketsu appears at the martial arts tournament, and in an attempt to turn its participants into monsters, he gives them monster cells. Tournament champ Suiryu fights the newly monsterized fighters one after another, until a certain hero rushes to his side to help! -- VIZ Media*

*Tales of the Supernatural from Old Japan*

*110 Pages, 7 X 10 (Same B5 Size), Cornell Notes*

## What If?

*Life gets pretty boring when you can beat the snot out of any villain with just one punch. Nothing about Saitama passes the eyeball test when it comes to superheroes, from his lifeless expression to his bald head to his unimpressive physique. However, this average-looking guy has a not-so-average problem—he just can't seem to find an opponent strong enough to take on! The curtain rises on the big battle between the Monster Association and the heroes! As the Class-A and lower-ranked heroes engage in intense battle, the Class-S crew is able to take out a horde of monsters in one fell swoop before invading farther underground. Among them, Flashy Flash demonstrates splendid battle prowess against ninja turned monsters!*

*Class-S hero King is known as the strongest man on earth. Even monsters fear him. But when a mysterious organization sends an assassin after him, the shocking truth about King is revealed! -- VIZ Media*

*For three years, Saitama has defeated countless monsters, but no one knows about him... That's because he isn't in the Hero Association's registry! Together with Genos, Saitama decides to take the Hero Association's test! But can they pass?! -- VIZ Media*

*An emergency summons gathers Class S heroes at headquarters...and Saitama tags along. There, they learn that the great seer Shibabawa left the following prophecy: "The Earth is in danger!" What in the world is going to happen?! -- VIZ Media*

*One-Punch Man, Volume 10*

*Eyeshield 21, Vol. 26*

*The Class-A heroes struggle in their fight against the giant monster Multieyed Octopus. Wait, is that Class-S hero Flashy Flash joining the fight?! Unfazed, the Monster Association continues ramping up its attacks, but its goal remains a mystery. Meanwhile, the martial arts tournament reaches the semifinals! -- VIZ Media*

Saitama is now a certified hero! And with that title comes great responsibility—he's required to perform one heroic deed per week. While Saitama makes the rounds to meet his quota, an incoming threat from outer space is screeching toward Earth... -- VIZ Media