

E6 - The Impending Crisis

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

[00:02] Dwarven Soldier

What's going on?!

[00:04] Dwarven Soldier

Still no news?!

[00:05] Dwarven General

Can anyone give us a detailed report on the situation?!

[00:08] Platoon Leader

General!

[00:09] Platoon Leader

The Quagoa are trying to invade our stronghold!

[00:13] Dwarven General

So, there's enough of them to overpower the magic defense items we've installed?

[00:22] Dwarven General

Seal the gates!

[00:24] Platoon Leader

But there are still soldiers fighting out there...

[00:25] Dwarven General

Fool! The tens of thousands of lives in Feo Jera are more important!

[00:29] Platoon Leader

Seal the gates!

[00:36] Dwarven General

Don't let any of them in!

[00:37] Dwarven General

Spearmen, to the front!

[00:40] Dwarven General

Magicians, lightning attack!

[00:42] Dwarven Magician A

Thunder Ball!

[00:46] Dwarven Magician B/C

Thunder Spear!

[00:49] Dwarven General

Hurry and seal the gates!

[00:58] Platoon Leader

It's fine! The fangs and teeth of
Quagoa can't tear through these gates!

[01:04] Dwarven Chief of Staff

If you ask me, we should
consider abandoning Feo Jera.

[01:08] Dwarven General

You think so, too?

[01:10] Dwarven Messenger

Message! Message!

[01:14] Dwarven Messenger

General! It's an emergency!

[01:16] Dwarven Messenger

An undead appeared at the above-ground
entrance wanting to talk about the Quagoa!

[01:22] Dwarven General/Chief of Staff

An undead?!

[02:55] Dwarven Messenger

They said they got information from
a Quagoa they captured in Feo Raidho.

[03:00] Dwarven Messenger

They found out the Quagoa figured out
a way to get across the Great Chasm

[03:03] Dwarven Messenger

and rushed over here to warn us.

[03:06] Ains

I'm the ruler of the Sorcerer Kingdom,
Sorcerer King Ains Ooal Gown.

[03:12] Dwarven General

I am the general of the dwarven army.

[03:14] Ains

I'm honored the general himself
has come to greet me.

[03:17] Ains

How are things with the Quagoa?

[03:21] Dwarven General

I see.

[03:22] Dwarven General

You understand the situation just from
my coming to greet you myself.

[03:25] Ains

Of course.

[03:28] Dwarven General

It seems the Sorcerer King is
already aware of everything.

[03:31] Dwarven General

We've managed to hold the
Quagoa at bay for now.

[03:36] Dwarven General

But since we have no additional forces,
we're considering abandoning the city.

[03:40] Ains

I've come to establish a
relationship with your kingdom.

[03:44] Ains

It would be problematic
if your kingdom were to fall.

[03:47] Ains

Would you consider accepting my assistance?

[03:51] Dwarven General

I will have to discuss that with
my superiors, the Regency Council.

[03:54] Ains

I don't mind the wait.

[03:56] Ains

However, there's a saying that a congress
often dances, but does not progress.

[04:04] Dwarven General

I understand.

[04:05] Dwarven Chief of Staff

General!

[04:10] Dwarven General

Your Majesty, the Sorcerer King,
please lend us the strength of your kingdom.

[04:20] Yohz

Looks like the Great Chasm that's famous
for its impregnability is useless

[04:24] Yohz

once we manage our way around it.

[04:28] Yohz

The rare minerals in their
hands will soon be ours.

[04:32] Yohz

Lord Riyuro will be very happy.

[04:35] Yohz

Hey, report to the main force behind us
that we've secured the invasion route.

[04:40] Quagoa A

Understood!

[04:52] Quagoa B

Are they surrendering?

[04:54] Quagoa C

Time to massacre the dwarves.

[04:56] Quagoa D

Let's go!

[04:57] Quagoa D

Hey, shorties! Come on out!

[05:16] Yohz

Wh-What's going on?

[05:17] Quagoa A

Are the dwarves counterattacking?

[05:19] Yohz

No way! They never go on the offensive.

[05:31] Yohz

Wh-What're those?

[05:39] Yohz

Giant dwarves?!

[05:57] Yohz

D-Destroy the bridge!

[06:27] Quagoa A

Lord Yohz!

[06:29] Yohz

Those things looked like golems.

[06:32] Quagoa A

Golems?

[06:33] Yohz

A type of monster.

[06:34] Yohz

The dwarves must have tamed them somehow.

[06:37] Yohz

They shouldn't be able to climb their way back up.

[06:41] Yohz

Retreat!

[06:42] Yohz

We've got to report this to Lord Riyuro!

[06:49] Dwarven General

Our kingdom currently has no king and is run by the Regency Council.

[06:55] Ains

I see.

[06:56] Dwarven General

Please wait here for a moment.

[06:59] Ains

Of course.

[07:00] Ains

What?!

[07:01] Dwarven General

Wh-What's wrong, Your Majesty?!

[07:04] Ains

Oh, nothing. Some personal business.

[07:07] Ains

Please don't mind me.

[07:08] Dwarven General

Th-Then, I'll speak with the
Regency Council immediately.

[07:16] Ains

Two of the Death Knights
I created have been eliminated.

[07:22] Momonga; Internal

They were both defeated at the same time...

[07:25] Momonga; Internal

If it was the work of a single opponent,

[07:27] Momonga; Internal

they'd have to be level 45 at very least...

[07:30] Momonga; Internal

Have I finally found a player?

[07:32] Momonga; Internal

*A player would have no problem
taking care of two Death Knights.*

[07:35] Momonga; Internal

*Maybe I've found the culprit
that brainwashed Shalltear...*

[07:41] Dwarven Chief of Staff

Thank you for waiting.

[07:43] Dwarven Chief of Staff

Please follow me.

[07:46] Ains

Yes.

[07:48] Dwarven Chief of Staff

His Majesty the Sorcerer King is entering!

[08:01] Ains

I am the king of the Sorcerer Kingdom,
Sorcerer King Ains Ooal Gown.

[08:06] Secretary General

Th-Thank you for coming, Your Majesty.

[08:10] Secretary General

Please sit for now.

SIGN m 0 0 | 130 0 | 130 34 | 0 34

SIGN m 0 0 | 124 0 | 124 28 | 0 28

SIGN Secretary General

[08:20] Secretary General

First, we'd like to thank you
on behalf of our kingdom.

[08:23] Secretary General

Without you, I am sure our kingdom would have fallen.

[08:28] Ains

It's only natural to help one another in dire times.

SIGN m 0 0 | 200 0 | 200 34 | 0 34

SIGN m 0 0 | 196 0 | 196 28 | 0 28

SIGN Governor of Caves and Mines

[08:31] Governor of Caves and Mines

The General tells us that you wish to establish

[08:35] ---

a friendly trade relationship with our kingdom...

[08:39] Ains

That is correct.

[08:40] Ains

We hope to interest you in fresh vegetables and foods that are hard to obtain in your kingdom...

[08:44] Ains

As well as liquor from the human kingdoms and the Sorcerer Kingdom.

SIGN m 0 0 | 158 0 | 158 34 | 0 34

SIGN m 0 0 | 152 0 | 152 28 | 0 28

SIGN Merchant Guildmaster

[08:51] Merchant Guildmaster

And what goods do you want from our kingdom in exchange?

[08:55] Ains

First, I want mineral ores. My kingdom lacks a good source of them.

[08:59] Merchant Guildmaster

I see.

[09:00] Ains

We also desire equipment.

[09:02] Ains

I've heard that dwarven equipment is of very high quality.

SIGN m 0 0 | 110 0 | 110 34 | 0 34

SIGN m 0 0 | 104 0 | 104 28 | 0 28

SIGN Forgemaster

[09:06] Forgemaster

We cannot thank you enough for the help against the Quagoa,

[09:11] Forgemaster

but we can't give an immediate answer to this request.

[09:13] Ains

That's fine, of course.

[09:15] Ains

Now, about the Quagoa...

[09:17] Ains

Our kingdom took care of their initial attack
of our own accord. Isn't that right?

[09:22] Dwarven General

Yes.

[09:24] General

If the gates had been breached
without your presence,

[09:27] General

we would have needed to mobilize the people
and fight to the death within the city.

[09:30] Ains

However, the city of Feo Jera
is still not completely safe.

[09:35] Dwarven General

Now that they've found a way
to get past the Great Chasm,

[09:38] Dwarven General

the Quagoa will definitely attack again.

[09:40] Ains

It would be problematic
if your kingdom were to fall.

[09:44] Ains

What say you?
Would you accept my assistance?

[09:47] Ains

With our kingdom's power,

[09:49] Ains

we can prevent the invasion of your
kingdom for quite some time.

[09:53] Governor of Caves and Mines

That would be very beneficial for us, but...

[09:56] Ains

For instance, we could go to their
nest in... Feo Berkana, was it?

[10:02] Ains

We could reclaim the old
dwarven royal capital for you.

[10:05] Brewmaster

Take back the royal capital?!

SIGN m 0 0 | 106 0 | 106 30 | 0 30

SIGN m 0 0 | 104 0 | 104 28 | 0 28

SIGN Brewmaster

[10:08] Dwarven General

That would be too dangerous, Your Majesty.

[10:10] Dwarven General

The eight clans of Quagoa have been unified,
becoming a powerful force under a single clan lord.

[10:16] Director of Food Production

It's impossible to get to the royal capital.

SIGN m 0 0 | 198 0 | 198 30 | 0 30

SIGN m 0 0 | 196 0 | 196 28 | 0 28

SIGN Director of Food Production

[10:19] Director of Food Production

There are three dangerous
areas that have to be crossed.

[10:22] High Priest of Earth

Even if you're lucky enough to
get through those areas,

SIGN m 0 0 | 136 0 | 136 30 | 0 30

SIGN m 0 0 | 134 0 | 134 28 | 0 28

SIGN High Priest of Earth

[10:24] High Priest of Earth

there's a terrifying frost dragon in the way.

[10:27] Ains

Oh? A dragon?

[10:29] Governor of Caves and Mines

Your Majesty, are you still saying
you can reclaim our royal capital?

[10:33] Ains

Yes.

[10:35] Forgemaster

This sounds too good to be true!

[10:37] Forgemaster

Why would you help us to that extent?!

What do you want?!

[10:41] Brewmaster

Watch your words.

[10:43] Forgemaster

It's like a complete stranger
offering you some delicious booze!

[10:45] Forgemaster

There's gotta be some
kind of ulterior motive!

[10:48] Ains

Your suspicion is warranted.

[10:51] Ains

First, I'd rather have friendly relations
with a race that has a concept of trade

[10:57] Ains

and more common sense than the Quagoa.

[11:00] Ains

I also know that the losing side is always more grateful for help than the winning side.

[11:08] Ains

The second reason is that you have something I want for my services.

[11:14] Secretary General

I see. You want a fitting reward?

[11:17] Ains

I want to invite all the runesmiths of your country to my own kingdom.

[11:23] Forgemaster

What'd you say?!

[11:25] Forgemaster

Do you want to turn them into slaves?!

[11:27] Ains

How could I turn the people of a friendly country into slaves?

[11:32] Ains

I want to gather all the runesmiths and have them forge items in my country.

[11:38] Merchant Guildmaster

How about getting exclusive first access to the purchase of any rune crafted items instead?

[11:43] Ains

No. That's not enough of a benefit for me.

[11:46] Ains

I want to become the exclusive producer of rune technology.

[11:49] Ains

This is what I want in exchange for reclaiming your kingdom's royal capital.

[11:56] Ains

When will you give a response to my offer?

[11:58] Secretary General

Well, perhaps tomorrow...

[12:00] Dwarven General

We're currently being attacked by the Quagoa!

[12:04] Dwarven General

Excuse me. Can you please wait for a reply in the reception room?

[12:08] Dwarven General

We will give you a response shortly.

[12:26] Forgemaster

Wh-What the hell was that?!

[12:28] Director of Food Production

He's a super-powerful monster!

[12:30] Secretary General

I almost pissed myself!

[12:32] Governor of Caves and Mines

He's definitely evil.

[12:34] Merchant Guildmaster

He has an army of darkness.

[12:36] Merchant Guildmaster

We definitely shouldn't
trade our weapons to him!

[12:38] Brewmaster

And he can't drink alcohol
with a body like that!

[12:41] Forgemaster

A guy who can't drink isn't trustworthy!

[12:44] Council

That's right! That's right!
Did you see? He wants hostages!

[12:48] Dwarven General

But the kingdom will perish if we
don't do something about the Quagoa.

[12:53] Dwarven General

And the only person who can save
us now is the Sorcerer King.

[13:03] Governor of Caves and Mines

Sorcerer King, after some deliberation,
we have decided to accept your terms.

[13:08] Ains

Then I will lend you enough forces to
reclaim the stronghold and hold off the Quagoa.

[13:16] Governor of Caves and Mines

We also agree to hand over all of our
runesmiths to the Sorcerer Kingdom.

[13:22] Governor of Caves and Mines

However, we would like to send investigation teams
to check on our fellow dwarves in the future.

[13:29] Governor of Caves and Mines

Would you allow them into the kingdom?

[13:31] Ains

Of course. I will promise to allow your
investigators into the Sorcerer Kingdom.

[13:37] Momonga; Internal

*Labor standards often fail
to protect laborers,*

[13:40] Momonga; Internal

*but I don't plan on creating people
like Herohero-san in my kingdom.*

[13:44] Momonga; Internal

*I plan to create labor laws that
will impress any visiting dwarves.*

[13:49] Ains

Then, let us act immediately.

[13:53] Runesmith A

Hey, Gon-boy! I'm here!

[13:57] Runesmith A

Hand over the goods!

[14:00] Gondo

You'll get that after the
Sorcerer King finishes his talks.

[14:03] Gondo

Just sit and wait.

[14:05] Runesmith A

Okay. So, Gon-boy.
How about a bit before that?

[14:09] Gondo

His Majesty has all the alcohol.

[14:12] Runesmith B

You're so stingy, Gondo.

[14:13] Runesmith C

I've never had such delicious booze before.

[14:15] Runesmith C

You tasted it, too.
You know what I'm talking about.

[14:17] Gondo

I haven't tasted it. I don't like alcohol.

[14:19] Runesmiths

That's right! That's right!

[14:21] Runesmith A

What a waste!

[14:23] Runesmith A

You're losing out on about 80% of life there!

[14:28] Gondo

You guys never change...

[14:37] Runesmith C

An undead!

[14:38] Runesmith A

A monster!

[14:42] Ains

Such noise—

[14:42] Shalltear

Silence!

[14:49] Shalltear

Lord Ains, did you say something?

[14:52] Ains

No, nothing.

[14:55] Ains

My name is Sorcerer King Ains Ooal Gown.

[14:58] Ains

My kingdom is south of the Azerlisia mountains,
beyond the Great Forest of Tob.

[15:05] Ains

I am truly delighted to meet
runesmiths such as yourselves.

[15:11] Ains

Now, my business with you is a very
simple and straightforward request.

[15:16] Ains

I'd like all of you to come to my kingdom

[15:18] Ains

to develop new techniques to imbue
items with magic through runecraft.

[15:23] Elder

Let me ask you one thing.

[15:25] Elder

Why our runecraft, specifically?

[15:27] Elder

To be honest, it's a craft that's already
on the decline in our own country.

[15:38] Elder

What... What an amazing sword...

[15:41] Runesmith A

Let me get a closer look!

[15:43] Runesmith B

Let me touch it a bit!

[15:43] Runesmith C

Please!

[15:44] Shalltear

Stay back!

[15:46] Ains

Such noise! I demand silence!

[15:54] Ains

Now, let me continue.

[15:57] Ains

Is it possible to engrave twenty runes
on an item like this sword?

[16:02] Elder

Impossible.

[16:04] Elder

There are six runes that were engraved
on the dwarven king's hammer

[16:09] Elder

during the great age of runecrafting 200 years ago,
but that is the most that has ever been done.

[16:15] Ains

I see. Then, this must be a weapon
created through lost technology.

[16:22] Elder

Lost technology?

[16:24] Ains

This is an item I happened to obtain.

[16:26] Ains

The one who made this is
no longer in this world.

[16:30] Elder

What a terrible loss...

[16:34] Ains

I want everyone here to
rediscover that lost knowledge.

[16:39] Ains

I wish to revive this valuable craft.

[16:43] Ains

That is why I need your strength!

[16:47] Runesmith A

I want to make it.

[16:49] Runesmith D

Me, too.

[16:50] Runesmith B

That's right.

[16:51] Runesmith A

I want to try challenging myself.

[16:53] Runesmiths

Me, too! Me, too!

[16:56] Momonga; Internal

They were more enthusiastic than I expected.

[16:59] Momonga; Internal

Presentation complete!

[17:01] Momonga; Internal

I just love this feeling of accomplishment!

[17:04] Momonga; Internal

I just want to jump up and cheer!

[17:06] Aura

That was amazing, Lord Ains!

[17:08] Aura

Their hearts were completely moved!

[17:11] Shalltear

Only Lord Ains could do something
like that with a mere speech!

[17:15] Ains

I only spoke the truth.

[17:18] Ains

Hm?

[17:19] Ains

What's wrong, Gondo?

[17:21] Gondo

Has the Regency Council agreed to send all the runesmiths to the Sorcerer Kingdom?

[17:27] Ains

Yes.

[17:30] Gondo

I see. The country really has given up on runecrafting...

[17:41] Ains

That's right, Gondo.

[17:44] Ains

But I believe in the great potential of runesmiths.

[17:50] Ains

Even if one country tosses runesmiths aside, another is here to welcome you.

[17:54] Ains

That means the history of runecrafting has not ended.

[17:57] Gondo

Thank you, Your Majesty.

[18:00] Gondo

We'll do our utmost to live up to your expectations.

[18:05] Ains

We will be leaving for a few days starting tomorrow.

[18:08] Gondo

Where are you going?

[18:10] Ains

We're going to reclaim your royal capital.

[18:18] Dwarven General

Your Majesty, about your guide to the royal capital...

[18:23] Dwarven General

We have a volunteer.

[18:27] Gondo

Last night, I spoke with all my comrades after we parted ways.

[18:32] Gondo

I know the best way to the royal capital.

[18:35] Ains

Gondo, I can't have you
risking your life like this.

[18:39] Gondo

I'm aware of the dangers.

[18:44] Gondo

There's a valuable book about runecrafting

[18:46] Gondo

passed down through the royal family
in the royal treasury of the capital.

[18:49] Gondo

I want to recover it, no matter what.

[18:51] Ains

Are you telling me to help you with robbery?

[18:54] Ains

Isn't that one of the
treasures of your country?

[18:56] Gondo

What's the point of a country that's forsaken
runecrafting keeping a book about the subject?

[19:05] Ains

I feel like I'll suddenly
get a bout of blindness

[19:08] Ains

when we happen to pass by the royal treasury.

[19:12] Ains

Gondo, I understand your resolve.

[19:16] Dwarven General

Open the gates!

[19:22] Shalltear

It seems that the
Death Knights didn't hold back.

[19:26] Ains

It can't be helped. Mass Fly.

[19:31] Gondo

Whoa!

[19:36] Gondo

The bridge...

[19:38] Gondo

One of the difficult areas on the road
to the capital is the Great Chasm, but...

[19:44] Ains

Did the Quagoa do this?

[19:46] Ains

There should be no need to destroy the bridge

[19:48] Ains

if they had someone strong enough
to deal with the Death Knights...

[19:54] Ains

Shalltear, let me brief you on
some details while we have the chance.

[20:00] Shalltear

Please, go on.

[20:04] Ains

We'll be going to a very dangerous area soon.

[20:07] Ains

I believe it to be dangerous because

[20:08] Ains

an enemy that can easily take down
two of my Death Knights will be there.

[20:12] Shalltear

I shall fight them with all of my strength!

[20:15] Ains

No, you mustn't do that.

[20:17] Shalltear

Wh-Why is that?

[20:19] Ains

You have to think of the
actions the enemy will take.

[20:22] Ains

What our enemy wants most is our
information—a gauge of our strength.

[20:27] Ains

They'll probably send out weaker
opponents first to test our strength.

[20:31] Gondo

Is something bothering you?

[20:31] Ains

Only after they've confirmed our strength
and prepared a strategy for victory, will they...

[20:34] Aura

Hmm. Could it be...

[20:37] Aura

Um, Lord Ains.

[20:39] Ains

Shh.

[20:42] Ains

That's how I would go against a strong enemy.

[20:46] Ains

Actually, that's what all
my comrades would've done.

[20:48] Shalltear

All of the supreme beings!

[20:51] Ains

Shalltear, you have to keep thinking.

[20:54] Shalltear

Keep thinking... Keep thinking...
The supreme beings...

[20:56] Ains

Aura, what were you trying to say?

[20:59] Shalltear

The supreme beings... Keep
supreme... Keep supreme...

[20:59] Aura

No, it's nothing!

[21:02] Ains

Is that so?

[21:04] Ains

Then, we should move forward while guarding
ourselves from a possibly strong enemy.

[21:09] Gondo

There are still two more dangerous areas!

[21:12] Gondo

The second is...

[21:15] Gondo

a red-hot sea teeming with magical beasts...

[21:19] Gondo

Lastly, there's a labyrinth of death!

[21:24] Gondo

We can't just fly through here.

[21:26] Gondo

Deadly poisonous gas shoots
out from various directions

[21:28] ---

and the numerous splits in the
path will lead you to death!

[21:32] Shalltear

Gaseous or not, undead creatures
aren't affected by poisons.

[21:36] Ains

We'll protect the two of you with magic.

[21:41] Ains

Breath of Titania.

[21:44] Ains

We'll be able to take the
best route through with this.

[21:48] Gondo

Goodness...

[21:50] Aura

That was easy!

[21:52] Ains

Yes. We'll reach the royal capital soon.

[21:54] Ains

I'll tell you the plan now.

[21:56] Aura/Shalltear

Yes!

[21:57] Ains

The two of you will deal with the Quagoa.

[22:00] Ains

If they submit to us, fine.

[22:02] Ains

If they resist, show them
the power of Nazarick!

[22:05] Aura

Leave it to us!

[22:06] Shalltear

Understood!

[22:08] Ains

I'll take care of the dragon.

[22:12] Ains

A frost dragon...

[22:14] (Flashback) Ninya

And, to the north of the
Azerlisia mountains over there,

[22:18] (Flashback) Ninya

I've heard that there are quite
a few living frost dragons.

[22:22] (Flashback) Ains

Ah, do you know the name of the
dragon that freely controls nature?

[22:26] (Flashback) Ninya

Huh? Oh, not its name.

[22:30] Ains

She was originally going to check
when we went back to town...

[22:35] Ains

How unfortunate.

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