



## Oh! My Useless Goddess!

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Game loving shut-in Kazuma Sato's life as a young schoolboy in Japan abruptly comes to an early end...or at least it was supposed to. When he opens his eyes, though, he sees a beautiful goddess that offers him a once in an after-lifetime chance to be reborn in a parallel world. The catch is that the world is violent and threatened by a growing evil! Fortunately, he can choose any one thing to bring with him. So he chooses the goddess, Aqua! And so his adventure with his gorgeous companion begins--if he could just get enough money and food to survive, keep his goddess out of trouble, and avoid grabbing the attention of the Demon King's army!

## Oh! My Useless Goddess! Details

Date : Published February 21st 2017 by Yen On (first published October 1st 2013)

ISBN :

Author : Natsume Akatsuki , Kurone Mishima (Illustrator)

Format : Kindle Edition 176 pages

Genre : Novels, Light Novel, Fantasy, Sequential Art, Manga, Humor, Comedy, Fiction

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## From Reader Review Oh! My Useless Goddess! for online ebook

### Brandon says

My first time reading an "isekai" story (unless Sword Art Online counts), and it turned out pretty well. Maybe the benefit was that Konosuba seems to be primarily a comedy series, but it wasn't so disgusting to follow a hikikomori victim of Truck-kun as reincarnated in a fantasy world with rules inspired by RPG elements. I'm too lazy to research what were the first proper isekai stories which followed .hack// and Sword Art Online's example of people getting trapped in pre-existing virtual worlds (or, for that matter, Digimon), but it seems pretty clear that Konosuba is meant to be a parody, with main character Kazuma not being as over-powered as a wish-fulfillment series might usually require of its self-insert-y protagonist.

Kazuma died in the real world from an unfortunate chain of events stemming from his first attempt at leaving his house in ages. Upon picking up the limited edition of a new MMORPG, he sees a young girl about to get hit by a truck, and decides to be cool and jump in to save her. He gets hit, and dies. As it turns out, it wasn't a real truck, but simply a tractor. And the girl would have survived regardless, having realized the situation soon enough. And Kazuma didn't even get hit by the tractor, but rather went into shock thinking he was about to die from the collision. But not after shitting himself. Or so he is told by the goddess Aqua, whom he meets in limbo, before she reincarnates him into the fantasy world. Despite these circumstances, Kazuma somehow believes himself to have had great luck in his life, manifesting itself in an absurdly high Luck stat in the new fantasy dimension. Aside from the events of the novel's prologue, we see nothing of Kazuma's earlier life, so we can only trust him when he says he's an expert in MMORPGs (even though he seems to refer mostly to Dragon Quest and Monster Hunter, neither of which is an MMO [unless we count DQX, I guess], so whatever), and his rough knowledge of the basic workings of fantasy RPGs (starting in a small town, becoming an adventurer, and taking quests and killing monsters to gain money and experience points) seems to be the cause for his initial successes in the new world, not so much his apparently great Luck, which seems to not work so well even in important story situations.

So basically it isn't painful to read at all, since it seems the author is trying hard to make Kazuma out to be as average as possible. But I guess this is kind of a negative, because it makes him out to be more relatable for the majority of readers, who would themselves be average Japanese youths with near-otaku interests. And god damn the author for writing at length in his Afterword about how great it is that Kazuma is so average, as though this isn't an absurdly popular method of writing a main character in Japanese media! But at least Kazuma has that sarcastic, dejected sort of personality expected by these sorts of characters, that sense of cynicism that keeps the potential harem from fully realizing itself, pushing the novel away from being a true bottom-of-the-barrel wish-fulfillment tale (because, really, how many modern Japanese act this way in real life?).

As is probably the main draw for a series like this, the girls are good. I've seen people on /a/ talking about how retarded Aqua is, but it didn't seem to be so bad here (I mean, the shitposting was affectionate anyway). She's certainly kind of dense, but not to a point where it justifies her apparently abysmal Intelligence stat, which I suppose runs counter to the author's intent with her characterization. The times when she seems most stupid seem a little contrived, honestly - particularly when it seems she's forgotten she's a goddess after only a couple weeks of living in the fantasy world. And it's kind of weird she doesn't seem dumb at all in her introduction in the Prologue, but I suppose this can be justified because she was previously in her comfort zone in limbo and maybe her idiocy only manifested itself during her incarnation into the new world. She does complain a lot, but in a way that reminds me of Index's whining "Toumaaaaaa..." from A Certain Magical Index, and that's quite okay by me. Also, perhaps most importantly, she benefits the most by the

illustrations in this volume, particularly her thighs in the image of her in the cage, and her tits near the end during the Dullahan fight.

Megumin I expected to like the most, based almost solely on her chuuni demeanor and her DFC (I've saved several images of Megumin off of /a/ before ever reading this book). Unfortunately, she doesn't seem to flex her chuuni-ness so much. Perhaps due to the short length of this novel, we don't really get enough interactions between Kazuma and the non-Aqua girls to really see them shine. Megumin's infatuation with the Explosion spell is a huge part of her character, and indeed that very quality leads to the conflict at the novel's climax, but I felt like we were missing something more. The girl has red eyes, an eyepatch, bandages on one leg, and she introduces herself by doing a silly pose, yet we barely get any real chuuni shit. Really, her passion for Explosion kind of just makes her feel like a more general "genki" character, which isn't so bad, but I feel betrayed by her character design. And it seems there were too few mentions of her fondness for Explosion bordering on eroticism. Not that I explicitly wanted more, just that it seemed underutilized, other than to just piggyback her primary defining trait on top of Darkness's. I will admit I did like when Kazuma feels her try to press her itty-bitty titties into his back near the end, but that plebeian still dismisses her as "jailbait."

Darkness is pretty great, with her masochistic lust never getting satisfied due to Kazuma actively ignoring her interests and choosing to engage in quests that would avoid her desire to get jumped by monsters. Oddly, from everything I've seen before actually experiencing the series, it seems she has the biggest breasts of the initial cast, yet we do not get an illustration of Darkness sans plate armor, and Kazuma's description of her unarmored body isn't quite so descriptive as to actually point out how well-endowed she is, other than a vague insinuation that she's better endowed than Aqua and (obviously) Megumin. Hell, the word Kazuma uses to describe Darkness is "svelte," which really only suggests she is not as muscular as her large armor would suggest, and kind of goes further to suggest she'd have smaller boobs. Which, I mean, whatever, Aqua's boobs look pretty great in the actual illustrations, so Darkness's may potential border on being near-unattractive cowtits (too lazy to search for official art of her tits), but still. Back to more "serious" subjects, it seems her strong desire to protect, the actualization of her Crusader/Paladin instincts, have a disproportionate weight to them during the final battle with the Dullahan. Wasn't really buying Kazuma's emotional response.

Bonus points for Wiz's ass in the illustration of her meeting with Aqua.

Lastly, it kind of bothers me that there is a final battle at all. I mean, it's a light novel, a final battle is to be expected, regardless of general comedy-focus earlier in the story, but it seems to conflict with the basic design of the medium. This isn't an issue for this novel/series specifically, but for most (if not all) light novels I've read recently, just that it finally stuck out to me while reading this one. If the purpose of a light novel is to receive an anime adaptation in order to serve as a long-form advertisement for further installments in the novel series, why does every novel follow the same standard plot development? I am not necessarily complaining about the climax being a fight scene, but rather I am complaining that there is an obvious climax at all. In general, an anime adaptation of a light novel will adapt two or three novels per 12/13-episode cour, meaning each series ramps up toward a climax, resets in the next episode, crescendos again, &c., &c. It works for prose fiction, but it seems weird in a serial animation, unless in the odd case of *The Melancholy of Haruhi Suzumiya*, which initially mixed the episode order up a bit. It always gets to a point where I would reach the last chapter of a light novel and think to myself "alright, some stakes are going to be introduced soon, likely involving things mentioned earlier in the novel," which I suppose is true for any narrative in any medium, and it's really only my fault for reading anime books when I kinda hate storytelling. Maybe that's just my fault for having gotten a literature degree out of love for pure prose and wasting all my time on light novels instead of big-boy books. Oh well, I guess it can't be helped.

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## **May says**

This was really funny! I've seen the anime already, but wanted to read the light novel. Kazuma is smart, but lazy and not chivalrous. He isn't exactly a great guy, and his comrades are so funny it's ridiculous. The situations are really funny.

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## **Paulo "paper books always" Carvalho says**

Review to come... Funny as hell...

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## **Jeff says**

A fast read- Stripped down version of the awesome anime'.

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## **Carol says**

Well, this has been the most fun I've had with a relatively normal fantasy book. I laughed so much with it that that's why it got five stars. The story is nothing impressive, just a regular guy who got sent to another world to defeat an evil Demon Lord, but who has absolutely no skills to do it. His party of wizards, crusaders and all, are very dysfunctional, and the goddess is indeed useless, and that's really where all the fun comes from! The situations are just hilarious, and they never get anything right if it's not by sheer luck. I loved it. It was the perfect book for an afternoon of fun and something light to read. I'm so reading the others.

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## **Eric says**

The anime's better.

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## **Aaron Nagy says**

The most light novel to ever light novel a light novel...amazing generic. Read this only if you want more and something without risk.

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## **Nurus Samsudin says**

Recomended comedy series. Our MC has a really high LUCK. Yet his companions full of uniques personality.

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## **Filia Martin says**

I haven't read a novel this fast in forever. I read this in a few hours. I usually take forever because I get distracted by other things, but not this time. Now, the writing isn't the most elegant, but this is a really fun series. Some of the stuff that happens is so silly, it's hilarious.

The characters are decent, for the most part. If you've seen the Anime, you know the characters. If you haven't, you're in for a treat. I feel the characters are a bit stronger here, because their actions/feelings are described, as opposed to shown (badly) animated. Aqua is pretty much the same (a useless, mooching, drunk who only knows party tricks and insults Kazuma for reasons), Megumin still thinks she's the most powerful sorceress ever and only likes one spell, and Darkness is still a weird masochist. What is new is, honestly, I didn't know Darkness was supposed to be quiet, to the point where Kazuma makes a big deal about the contrast in her masochistic tendencies verses her regularly quiet demeanor. The anime changes this, not showing this at all. And honestly, it works better.

Kazuma himself gets the most improvements, as we know what's on his mind. He doesn't seem like a total loser jerk as much, just more of a normal guy stuck in a bad situation who does try to make the best of a bad situation. He's certainly a lot less of a jerk, at the least, as he isn't constantly calling the girls useless to their face. Only Aqua gets his insults, largely, and that's because she starts stuff with him.

He certainly isn't the perfect gentleman with them, but he is a LOT better.

Anyway, as for the plot, it is fast moving, silly most of the time, and you really will want to see our heroes succeed. If you like the fantasy genre at all, and like comedies, do not skip this. This is the only other novel I could compare to Slayers, one of my favorites of all time. But it somehow manages to be more absurd than that. Definitely read this. And definitely buy it if you can, because they won't translate beyond a certain point if it doesn't sell.

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## **Rebecca says**

There's a lot of fun to be had in this send-up of the overdone "sent to a fantasy world that operates like an RPG" genre. While there may be more laughs with the anime adaptation (simply because of voices, in most cases), the patent absurdity of the story, the characters, and pretty much everything about Darkness make this a breezy, fun read. Also, someone needs to make a "50 Shades of Darkness" parody.

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## **Jorge Rosas says**

I loved it! Yes, it's not the greatest book ever but I had a lot of fun reading it, can't wait to read the next one! A satire of the fantasy – RPG and transferred to a parallel world settings the main character feels very real and human, we have fun with the starting adventurer hardness and the cheapness of life in a very real world.

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## **Jackie says**

It may be generic, but I'm just reading it for the comedy.

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## Tarl says

The first thing to remember is that this is a light novel, and thus, isn't as 'heavy' as normal novels. It also means that it takes liberty with certain things, like language, punctuation, etc. Read it for the story and don't expect anything like masterful writing.

(cause where else do you get: "Say what?" x3 as dialogue?)

Now, that said, I believe the version I read was a fan translated piece, so that could have had something to do with the way the material was handled in English. Though I will admit, I still enjoyed the story and still enjoyed the characters. It wasn't a masterful piece, but it still made me chuckle a number of times, and still captured a lot of the flavor I had seen in the anime based off this story.

All in all, I recommend getting your hands on a translation of this light novel. It's fun, and really is a light read, and there are always days you want to read something light and fluffy!

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## Kathleen Townsend says

I love everything fantasy. Fantasy novels. Fantasy light novels. Fantasy manga. High fantasy. Low fantasy. Magical realism. All of it. I've seen all the tropes, all the clichés, and format specific tendencies. *Konosuba: God's Blessing on This Wonderful World!*, Vol. 1 by Natsume Akatsuki takes every single one of those, plays with it, and turns it on its head.

When the story opens, Kazuma is dead. It wasn't a flashy death. It's not even a half decent one. It was embarrassing and stupid and thank god he gets a second chance at life. The goddess Aqua is currently recruiting new souls to go to a different world, one which is currently under siege by the Demon King, who trying to take over the land. Kazuma can be resurrected in order to be one of the adventurers trying to rally against this evil, and will even be given a magical item. Kazuma chooses the best, most magical thing he can think of – the goddess Aqua herself. But no amount of video games can prepare Kazuma for the real world. Being an adventurer isn't easy. He doesn't have any money. Forming a party isn't exactly working as easily as expected. And Kazuma beings to think that maybe just staying dead would have been a better idea.

Yes, this plot can sound familiar. It's a portal fantasy, after all, of which there are plenty. None of them are executed quite like this one, however, which makes it stand head and shoulders above the rest. *Konosuba* is pure fun, turning familiar genre tropes on their heads. It makes fun of itself and of the genre. And I loved every second of it.

The story is told in first person point of view with Kazuma as the narrator. When the story opens he's confident that he will be a great adventurer and that all of this will be pretty easy. He's done similar things hundreds of times in games and believes in himself. However, things really don't go as planned. The goddess Aqua, while powerful, doesn't act like he'd expect of a goddess. Really, she's pretty normal – a little egotistical and a little whiny, maybe, but very skilled and quite useful when she wants to be. Being an adventurer isn't half as easy as games make it appear, either. No one hands you a set of starter armor and there aren't always quests to go on. And when there are quests, not all of them are ones he finds himself and

his team able to complete.

The novel's main villain is a very intriguing character. Like the rest of the story, things don't follow a conventional format. One of the leaders of the Demon King's army makes a base in the area. This leads to certain consequences, but not the ones expected. The general isn't interested in the town or its people at all. It's just a small place, after all, filled with beginner adventurers with no real power to speak of. Still, the general does confront the adventurers a number of times. Each time is for a different reason ranging from mundane and common sense to the sort of righteous anger usually reserved for a main character on the side of good as opposed to the evil villain we have here.

The story whizzes by. Dialogue is usually not interrupted by too many he said/she said's or descriptions of what the characters are physically doing. I've found this style a bit flat in the past, but Akatsuki makes it work. The characters themselves have more than enough personality to carry this tale on their own. Their voices are very, very different from one another's with no chance of mistaking one character's dialogue for someone else's. Even so, I felt the story could have used a little more meat to it. Time passes rather quickly throughout the tale, and while it didn't really feel as if the story moved too fast I would have appreciated some extra time getting to know the characters and seeing more of the city.

As for the magic system, it is rather like the magic system of an RPG. However, once again, it turns some familiar things on their heads. Characters can 'level up', but where other stories glance over how this occurs, it is explained in detail, albeit quickly. When a person kills an enemy, or even eats meat, a small portion of the other creature is absorbed. If this happens enough, ding! You level! Choosing what skills and traits to learn takes time and forward thinking.

I also found how a character learns a new skill a rather fun play on the genre. For the most part, what skill can be learned depends on how many points you're willing to spend on it, and if you can find someone who already knows the skill to teach it to you. This has very real world consequences for the characters, what they are able to do, and how it can wildly unbalance a group. It's easy to learn fun skills or spells that wind up almost completely useless in most real world situations, and the consequences are played out within the novel.

Now, this is still a light novel. There are some candy color haired female characters, and a few over the top personalities. While I can see some readers getting a little tired of one or two of them, it was fun to see Kazuma also lamenting the fact that his entire team is over the top and can't do anything quickly, concisely, or normally.

In a lot of ways, *Konosuba: God's Blessing on This Wonderful World! Vol 1* is at once a love letter to the genre and throws the whole thing completely on its head. It's filled with memorable characters who, perhaps a bit grating at times, are really quite lovable. This light novel is pure fun from start to finish. So much so that I've already started reading the next in the series. If you like portal fantasies, video games, or seeing tropes thrown on their heads, pick this one up. If you don't like high fantasy or characters that sometimes whine, don't pick this one up.

This review and more can be found at [Looking Glass Reads](#).

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**Robert says**



If you stumble upon this review with the question on your mind "should I read this book?" - yeah, you should. Totally. Because you don't have to be a fan of Light Novels or to have watched the Anime for reading - and probably liking - this book. It is an endearing story about a couple of misfit that live their daily lives in a fantasy world, with our main otaku-protagonist's expectations of fantasy worlds being thrown over repeatedly, which is really funny. And trust me, you will get the jokes even if you are not a full time anime-fantasy-video-game-nerd.

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