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A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! With Asirpa unaware that Sugimoto is still alive, she heads farther north into Karafuto with Kiroranke, Ogata and Shiraishi. Back in Hokkaido, Hijikata follows up on information he discovered inside Abashiri prison, leading him to a former assassin. Meanwhile, Sugimoto and his party, desperate to find Asirpa, come upon a traveling circus whose ringmaster might be able to help. But to secure his aid will Sugimoto have to kill himself? A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! Asirpa's adventure in Karafuto changed her feelings about not only her father, but also the Ainu struggle for independence. Sugimoto has also come to realize something about his own feelings about Asirpa as well. If they're really going to be equal partners, they'll need to come to a new understanding. Once again on the run from Lieutenant Tsurumi, they head for Hokkaido. But the rogue officer isn't about to give up. The pursuit once again leads into forbidding, frozen territory... A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! The enigmatic and beautiful Ainu soothsayer, Inkarmat, can see the paths to the past and the future—what fate has she seen for Sugimoto? Sugimoto and his friends continue their journey to the northernmost reaches of Hokkaido and the infamous Abashiri prison. Even if they can manage to meet with Noppera-bo, will he give them the answers they want? And what do rumors of an immortal bear have to do with the tattooed skin treasure map? After their run-in with the mad taxidermist Edogai, Asirpa, Sugimoto and Shiraishi still have unfinished business in Yubari. But if their goal is to meet Noppera-bo face-to-face, they will need to hear Shiraishi's story about how he escaped from the hellish Abashiri prison the first time. Toshizo Hijikata would also like to have a little chat with them regarding Noppera-bo, and there is the matter of the 7th Division, whose members are closing in... -- VIZ Media While Sugimoto races north by dogsled, Asirpa crosses the border with Kiroranke into Russian territory. Kiroranke—who was once involved in the assassination of the Russian Czar Alexander II—and the Russians, tipped off by Tsurumi that Kiroranke was heading into their territory on Karafuto, have set an ambush at the border. The dark pasts of Asirpa's traveling companions are now coming to light, along with the secrets of her own father... -- VIZ Media Captured by renegade soldiers from the 7th Division, Sugimoto's life now rests in the hands of Asirpa and "Escape King" Shiraishi, who must work together to save him. Meanwhile, Sugimoto's list of enemies continues to grow. Hijikata, the former leader of the legendary Shinsengumi, intensifies his own search for the hidden Ainu gold, and another adversary teams up with an expert hunter—who knows the wilderness of Hokkaido at least as well as Asirpa—to track Sugimoto down! -- VIZ Media Kanna's father, the great chaos dragon warrior Kimun

Kamuy, has appeared to take Kanna back to the world of dragons. Kanna will go if it means finally getting her father's approval, but Kimun Kamuy is more interested in Kanna as a comrade-in-arms than a daughter. And what is the mysterious mage Azad up to? Suspicious and still hoping for a reconciliation, Kobayashi and Tohru head for the world of dragons to try and stop a disastrous war before it starts! On the trail of a hoard of hidden gold, Saichi "Immortal" Sugimoto and the Ainu girl Asirpa have already tracked down some of the escaped prisoners whose tattoos form a map to the lost treasure. But their search has caught the attention of a group of rogue Japanese soldiers from the legendary 7th Division. Their leader, the utterly cold-blooded and driven Lieutenant Tsurumi, will stop at nothing to find the gold. And Tsurumi is not the only formidable opponent Saichi and Asirpa must deal with—a former samurai who escaped with the prisoners is carving his own path to the loot. These enemies will put Saichi's "Immortal" nickname to the test... -- VIZ Media

Caiman and Nikaido return to the Hole, where Doc and Kasukabe manage to cure Nikaido of her deadly fungal affliction. But a prowler outside Central Hospital is watching and waiting for an opportunity to steal her away. Fujita returns to the Hole to finally kill Caiman himself. He gets close when he's recruited for a baseball match between Central Hospital and Hole Peace Hospital, but his plans change when he spots an old friend. Meanwhile, in the Sorcerer's dimension, a little accident transforms Noi into a hideous monster. It's up to Shin to stop her before she kills everyone. -- VIZ Media

Sugimoto and Asirpa reach Lake Kussharo near Abashiri prison at last! The time has come to put all their plans to break into the prison and meet Nopperabo into action. Their nemesis, Lieutenant Tsurumi, as always, is one step ahead and has his own agents inside Abashiri. Tsurumi himself is on the way, with a contingent of troops and a gunboat to back him up! But if anyone can survive being surrounded by enemies and still keep Asirpa safe in this deadly conflict it's Immortal Sugimoto! -- VIZ Media

Asirpa and Sugimoto are back in Hokkaido at last and determined to find the Ainu gold for themselves. Lieutenant Tsurumi and Hijikata are also hot on their trail. While Sugimoto and Shiraishi work on a plan to find a strange tattooed prisoner named Botaro the Pirate, a series of horrific murders in Sapporo draws Hijikata's attention. Lieutenant Tsurumi sends Tanigaki to kill Sugimoto, but the loyal Matagi has only one true goal—finding Inkarmat! -- VIZ Media

The pursuit of the hidden Ainu gold takes Toshizo Hijikata closer to the truth about Asirpa's father...or does it? Sugimoto and Asirpa arrive in the town of Yubari just as Hokkaido glides into spring, but little do they know that their nemesis Lieutenant Tsurumi is also there with his men. Tsurumi has hired the psychotic taxidermist Yasaku Edogai in a ploy to deceive the other treasure hunters. Then Ogata, the rogue sniper, adds even more fuel to the fire when he enters the game... -- VIZ Media

In the early twentieth century, Russo-Japanese War veteran Saichi "Immortal" Sugimoto scratches out a meager existence during the postwar gold rush in the wilderness of Hokkaido. When he stumbles across a map to a fortune in hidden Ainu gold, he sets off on a treacherous quest to find it. But Sugimoto is not the only interested party, and everyone who knows about the gold will kill to possess it! Faced with the harsh conditions of the northern wilderness, ruthless criminals and rogue Japanese soldiers, Sugimoto will need all his skills and luck—and the help of an Ainu girl named Asirpa—to survive. -- VIZ Media

Devil Extermination Special Division 4 is in serious trouble as a devil has sent a whole team of assassins to take Denji's heart. In order to survive the onslaught, Denji, Power and Aki will have to get stronger. But is Denji smart enough to learn how to control his devil powers? Can you can teach an old chainsaw-dog-devil new tricks? -- VIZ Media

Tetsuzo Nihei, the legendary Bear Killer, is determined to become the hunter who kills Retar, the last remaining Ezo wolf. Asirpa will never allow this, and she and Immortal Sugimoto race to stop his bloodthirsty quest. Meanwhile, in the port city of Otaru, Hijikata, the relentless head of the reborn Shinsengumi, leads a band of death row inmates against Lt. Tsurumi and his 7th Division. In this clash of iron

resolve, only the strongest will survive. -- VIZ Media Meet Punpun Punyama. He's an average kid in an average town. He wants to win a Nobel Prize and save the world. He wants the girl he has a crush on to like him back. He wants to find some porn. That's what he wants, but what does he get...? -- VIZ Media A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! If the hidden Ainu gold can ever be found, will it be worth the price paid for it in lives lost and ruined? Who really murdered the Ainu for their treasure? With Kiroranke dead, Ogata may have some answers, but after the confrontation on the ice of the Mamiya Strait he needs medical attention. The lure of the gold still calls to Hijikata and his men, and Tsurumi and the rogue soldiers of the 7th Division are far from giving up--if they can't get their hands on Sugimoto and Asirpa, they'll tear each other apart instead! Shiraishi is a master escape artist, but he's not very good at evading capture! After the 7th Division captures Shiraishi, Sugimoto and Hijikata join forces in an uneasy alliance to rescue him. With the help of Choan Kumagishi, one of the Abashiri convicts, they put a risky plan to free Shiraishi into action. Of course, Lieutenant Tsurumi isn't about to let these old foes get the better of him, setting the stage for another dangerous confrontation. -- VIZ Media Haru is a beloved mainstay of the local shopping district, a second "big sister" to Yuu, and a friendly (?) acquaintance for Chiyo. But what relation does she have to Yuu's uncle...and why does Yuu have faint memories of knowing someone just like her? The bonds of blood and affection run deep, and the truth about everyone's shared past reveals the tragic consequences of forbidden connections... Asirpa and Sugimoto are faced with a shocking truth--Noppera-bo, the criminal mastermind behind the stolen gold hoard...is Asirpa's father! To confirm this they decide to go to the impregnable Abashiri prison to attempt to meet him. Along the way they find more clues to the location of the gold, and make a stop in a hellish hotel. Meanwhile, Toshizo Hijikata lays down his own brand of justice in a lawless town... -- VIZ Media Sugimoto and Asirpa finally come face to face with Noppera-bo inside Abashiri prison, but as Asirpa looks into his eyes she realizes he is not her father! In the rush to escape, Anji Toni makes off with Asirpa, leaving Sugimoto and Shiraishi trapped inside, with Hijikata also set to betray them. Making matters worse, they're all caught between Warden Inudo and his guards, and Lieutenant Tsurumi's gunboat fleet on the river. With so much serious firepower being deployed, is anyone getting out alive? -- VIZ Media With Asirpa unaware that Sugimoto is still alive, she heads farther north into Karafuto with Kiroranke, Ogata and Shiraishi. Back in Hokkaido, Hijikata follows up on information he discovered inside Abashiri prison, leading him to a former assassin. Meanwhile, Sugimoto and his party, desperate to find Asirpa, come upon a traveling circus whose ringmaster might be able to help. But to secure his aid will Sugimoto have to kill himself? -- VIZ Media Sugimoto and company have gone after some twisted individuals in their search for the tattooed skins, but none as perverse as the deranged animal lover Dr. Anehata. Collecting Anehata's tattoo will provide one more piece of the map to the Ainu gold, but saving the sick madman from himself won't be easy. As they close in on Abashiri prison, plans begin to form about how to get Asirpa inside to meet her father, but the fortune-teller Inkarmat has more secrets to reveal about the identity of Noppera-bo... -- VIZ Media A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! Tetsuzo Nihei, the legendary Bear Killer, is determined to become the hunter who kills Retar, the last remaining Ezo wolf. Asirpa will never allow this, and she and Immortal Sugimoto race to stop his bloodthirsty quest. Meanwhile, in the port city

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named Asirpa—to survive. What's a nice tiefling like Jester doing in a party like the Mighty Nein? Jester Lavorre had an unconventional upbringing, even for one born in cosmopolitan Nicodranas. Daughter of the famed Ruby of the Sea, she had many opportunities for mischief as a small child, of which she took full advantage! Dive into the mystery of Jester's early years, her first meeting with the Traveler, and the fateful events that set her on a path to eventually join the Mighty Nein. Jester's story is brought to life by writer Sam Maggs (Captain Marvel; The Unstoppable Wasp) with art by Hunter Severn Bonyun, in direct consultation with Laura Bailey! It's available as a gorgeous hardcover, ready to take its place in your Critical Role library! When young adventurer Laios and his company are attacked and soundly thrashed by a dragon deep in a dungeon, the party loses all its money and provisions...and a member! They're eager to go back and save her, but there is just one problem: If they set out with no food or coin to speak of, they're sure to starve on the way! But Laios comes up with a brilliant idea: "Let's eat the monsters!" Slimes, basilisks, and even dragons...none are safe from the appetites of these dungeon-crawling gourmands! The search for the tattooed convicts leads Sugimoto, Asirpa, and Shiraishi to the infamous Botaro the Pirate, a man with nearly superhuman swimming abilities. Tracking him down will test Sugimoto's claim of immortality! Meanwhile, a serial killer stalks the back alleys of Sapporo—but is he another escapee from Abashiri prison, or someone else? The murders attract the attention of Lieutenant Tsurumi and Hijikata, and a deadly confrontation is building—but this time, who is the hunter and who is the hunted? -- VIZ Media A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! The enigmatic and beautiful Ainu soothsayer, Inkarmat, can see the paths to the past and the future—what fate has she seen for Sugimoto? Sugimoto and his friends continue their journey to the northernmost reaches of Hokkaido and the infamous Abashiri prison. Even if they can manage to meet with Noppera-bo, will he give them the answers they want? And what do rumors of an immortal bear have to do with the tattooed skin treasure map? -- VIZ Media Ken, the wielder of the legendary Hokuto Shinken martial arts style, once trained with three other students of the technique. One of them, Jagi, could never accept their master's choice of Ken as the successor. Now Jagi has become a murderous wasteland warlord, terrorizing the innocent...in Ken's name! Ken must face off with Jagi to clear his reputation and restore the honor of Hokuto Shinken. But Jagi is not the only one of Ken's former brothers who may be using Hokuto Shinken for evil deeds... -- VIZ Media The serial killings in Sapporo turn out to be the work of the infamous Jack the Ripper, who fled to Japan after his murderous spree in London. After tracking him to the Sapporo Brewery, Sugimoto's and Hijikata's groups have teamed up to find him before Lieutenant Tsurumi and the 7th Division. Keiji Ueji, another tattooed convict, is also on the scene and may hold the final key to the code leading to the lost Ainu gold. As a skyrocket lights up the night sky, a violent confrontation is about to explode in the brewery! -- VIZ Media Sugimoto and Asirpa's hunt for the tattooed treasure map has led them to a fishing village on the coast, where a deranged serial killer lies in wait. Lieutenant Tsurumi and his renegade soldiers are also hot on their trail, and if he catches up to them it's guaranteed that there will be hell to pay. Toshizo Hijikata also closes in, while an old friend shows up with a secret about Asirpa that no one wants to believe—but it just might take them closer to the gold than ever before... -- VIZ Media A tale of high adventure and survival! In the early twentieth century, Russo-Japanese War veteran Saichi Sugimoto searches the wilderness of Hokkaido for a hoard of hidden gold. With only a cryptic map and a native Ainu girl to help him, Saichi must also deal with every murderous cutthroat, bandit and rogue who knows about the treasure! Captured by renegade soldiers from

the 7th Division, Sugimoto's life now rests in the hands of Asirpa and "Escape King" Shiraishi, who must work together to save him. Meanwhile, Sugimoto's list of enemies continues to grow. Hijikata, the former leader of the legendary Shinsengumi, intensifies his own search for the hidden Ainu gold, and another adversary teams up with an expert hunter—who knows the wilderness of Hokkaido at least as well as Asirpa—to track Sugimoto down! After the chaos at Abashiri prison, Asirpa, Shiraishi and Kiroranke head for Karafuto, unaware that Kiroranke has betrayed them for his own goals. The untamed island of Karafuto is even further north than Hokkaido, and home to both Japanese and Russian settlements. Asirpa is also now the only person who can decipher the map on the tattooed skins. Sugimoto, wounded and captured by the 7th Division after the battle, makes a deal with Tsurumi to go along. The search for the Ainu gold moves to a harsh new environment! -- VIZ Media

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