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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! Asirpa's adventure in Karafuto changed her feelings about not only her father, but also the Ainu struggle for independence. Sugimoto has 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... -- 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 Asirpa's quest to find out about her father has led her to a Russian prison on the frozen coast of Karafuto in hopes of breaking out Sofia, a former revolutionary. Sofia was also the leader of the group that Kiroranke and Wilk belonged to and she may be able

to shed more light on Asirpa's father. But the truth about Wilk might ultimately be more than she can bear. Sugimoto and his party draw closer to catching up with Asirpa—and when they do, old scores will be settled. -- 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! 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 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! Sugimoto and Asirpa (and Shiraishi too) have been reunited and head south across Karafuto with the goal of returning to Hokkaido. But after so much time apart and all that has happened, Asirpa's feelings about the Ainu struggle have changed. Meanwhile, Lieutenant Tsurumi begins trying to decipher the code in the tattooed skins and sends a double agent into Hijikata's group. But Hijikata is no fool, however, and engages in a battle of wits with Tsurumi. Regardless of who comes out top, it is clear that only Asirpa holds the key to finding the Ainu gold. 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 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... 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 The village priest Sein has no intention of becoming an adventurer, but his desire to find a long-lost friend may lead him to join Frieren's party on their journey north. They are headed for the magical city of Äußerst, where Frieren can obtain the first-class mage certification needed to enter the Northern Plateau region. At Frieren's urging, Fern decides to take the certification exam as well, and faces some unexpected competition... -- VIZ Media 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 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! 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. 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! 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

On what begins as just another shopping trip, Tatsu has a run-in with a thief—of the feline persuasion! When the gangster-turned-homemaker gives chase, yakuza are quickly drawn into the fray, and chaos erupts in the streets of the shopping district. Even everyday errands can turn treacherous when you're the Immortal Dragon! -- VIZ Media

Only three of the tattooed skins that will lead to the hidden Ainu gold remain to be found. One of them belongs to an infamous serial killer stalking Sapporo's back alleys, and Sugimoto means to find him before anyone else does. But with Hijikata's group also on the hunt and Lt. Tsurumi and the 7th Division on the way, some forced alliances may be necessary. One thing is certain—only Asirpa has the key to solving the tattooed code! -- 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

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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! While Sugimoto races north by dogsled, Asirpa crosses the border with Kiroranke into Russian territory. Kiroranke 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... 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 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? 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 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 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

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they're both heading straight for Lieutenant Tsurumi! -- VIZ Media

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