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Sinister Woods Dungeon Tiles Bestiary Notebook
Set Xanathar's Guide to Everything Curse of
Strahd Death Masks Volo's Guide to
Monsters Dungeons & Dragons Adventures
Outlined Coloring Book How to Draw Fantasy Art
and RPG Maps Heroes' Feast (Dungeons &
Dragons) The Game Master's Book of Random
Encounters D&D Waterdeep Dungeon of the Mad
Mage DUNGEONS & DRAGONS Furious V1: Fallen
Star Mortal Kombat X Vol. 2 Dungeons and
Dragons Art and Arcana Throne of Eldraine: The
Wildered Quest Dungeons & Dragons Starter
Set Elminster in Hell Ikoria: Lair of Behemoths
- Sundered Bond Wizards and Spells Oh My
Goddess! Special Edition Dungeon Master's
Guide Dungeons & Dragons March Release Book
(Title Announced January 9th) Dungeon Master's
Guide II Oreimo: Kuroneko Spectacular
Cards! Dungeons & Dragons Spellbook Cards:
Mordenkainen's Tome of Foes (Monster Cards,
D&D Accessory) Eberron: Rising from the Last
War (D&D Campaign Setting and Adventure
Book) Warriors & Weapons (Dungeons &
Dragons) Map Folio One Dungeon Master's
Screen The Temptation of Elminster Monster
Vault D&D Character Sheets Spellbreaker The
ABC's of D&D Bury Elminster Deep The 123's of

Sinister Woods Dungeon Tiles

Taken from maps that have appeared over the years on the D&D website, these ready-to-use maps for the D&D game are now collated into one volume to facilitate use in any campaign. Contains 64 maps in a handy pocket folder.

Bestiary Notebook Set

The power of creation is at your fingertips! Orcs prepare for battle against high Elves, Dwarves retreat to the mountains and men march to the sea to reclaim crumbling fortresses. Fortunes are decided. Kingdoms are lost. Entire worlds are created. This book will teach you to bring your fictional realm to life with simple step-by-step instructions on how to draw authentic fantasy maps. Set the stage for adventure by illustrating domains, castles and battle lines, mountains, forests and sea monsters! Learn to create completely unique and fully functional RPG maps time and time again on which your world can unfold. All the skills necessary to create awe-inspiring maps are covered! - Landscapes. Add depth, balance and plausibility with rocky coastlines, towering mountains, dark forests and rolling plains. - Iconography. Mark important places--towns and

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cities, fortresses and bridges--with symbolic iconography for easy-to-understand maps. - Typography. Learn how to place readable text and the basics of decorative script. Bonus instruction teaches you to create fonts for Orcs, Elves, Vikings and dragons. - Heraldry and shield design. Depict cultural and political boundaries with shields and colors. - Advanced cartography. Includes how to draw landmarks, country boundaries and political lines. Build roads to connect merchants and troops, troll cairns and dragon lairs. And complete your maps with creative backgrounds, elaborate compasses and thematic legends. 30+ step-by-step demonstrations illustrate how to construct an entire fantasy world map from start to finish--both digitally and by hand!

Xanathar's Guide to Everything

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front.

Curse of Strahd

Immerse yourself in monster lore in this supplement for the world's greatest

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roleplaying game This is NOT just another "Monster Manual"! "Volo's Guide to Monsters" provides something exciting for players and Dungeon Masters everywhere. . A deep dive into the lore behind some of D&D's most popular and iconic monsters . Dozens of monsters new to the fifth edition to include in your epic adventures . New playable races to allow you to build characters to fit nearly any type of story in your D&D game. The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre froghemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. Dungeon Masters and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and let's not forget dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Research has never been so dangerous!"

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Death Masks

Ed Greenwood, who is synonymous with the Forgotten Realms, leads readers through a story that combines the rollicking fantasy adventure for which he is famous with a murder mystery-thriller. THAT'S WHAT, FOUR LORDS DEAD? Revealed in death to have been Masked Lords, three more citizens had been murdered over the preceding day and night: the Sembian wine-seller and collector Oszbur Malankar; the half-elf sorceress and artisan Dathanscza Meiril; and the moneylender, landlord, and investor Ammasker Gwelt. All of Waterdeep now knew someone was killing the Lords of Waterdeep, one by one. Yet that was about where truth ended and speculation--however plausible--began. The broadsheets were full of wild conjecture. Who's behind this? The ousted Lord Neverember? The Zhentarim, the Cult of the Dragon or some other Outland Power? The Xanathar? Some cabal of guilds or nobles planning a coup? The rumors would rage on, whether the Open Lord Laeral Silverhand did something or not. That was the trouble with rumors; once loosed, they roamed free like snarling, untamed beasts, with no simple way of stopping them. And all rumors aside, Waterdeep has become . . . A CITY OF MURDERERS!"

Volo's Guide to Monsters

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Your first look at the next D&D title comes on January 9th! Keep an eye on wherever you get your D&D news for a preview of the book.

Dungeons & Dragons Adventures Outlined Coloring Book

This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

How to Draw Fantasy Art and RPG Maps

Ever since a cosmic phone call brought the

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literal young goddess Belldandy into college student Keiichi's residence, his personal life has been turned upside-down, sideways, and sometimes even into strange dimensions! Maybe you think Peorth couldn't cause any more trouble – well, think again! Determined to provide Keiichi "better service" than Belldandy, she's dragging him out on a date . . . having studied human mating customs through shojo manga! But what is the secret slight from long ago that truly drives Peorth's efforts against her rival?

Heroes' Feast (Dungeons & Dragons)

The exciting new story of Magic's latest release, Throne of Eldraine. The young warrior-mage twins Rowan and Will Kenrith quest for their missing father, the High King. Rowan and Will's powers are strong, but the world of Eldraine is a dangerous place! A thrilling mashup of Arthurian legend and Grimm's fairy tales seen through the unique lens of Magic: The Gathering, here you will find magic, monsters, and mystery true to both traditions.

The Game Master's Book of Random Encounters

Get your first glimpse into the world of Dungeons & Dragons, through the masterful illustrations of Todd James. The Dungeons &

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Dragons-Adventures Outlined coloring book features fantastical designs and shows off classic monsters from the game as seen through the eyes of world renowned artist, Todd James. Color your way through each adventure with these delightful illustrations. This coloring book features unique designs including beholders, trolls, goblins, dragons, and more. Provides hours of creativity, fun, and relaxation.

D&d Waterdeep Dungeon of the Mad Mage

Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of fifth edition Dungeons & Dragons character sheets for use in any D&D campaign. This product includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Each character sheet provides plenty of room to keep track of everything that makes a character unique. Also included is an introductory character sheet designed specifically to help ease new players into the game. Fans can use these character sheets to welcome new players to the world's greatest roleplaying game or choose a variant that fits their preferences.

DUNGEONS & DRAGONS

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Discover the monstrous realm of Ikorla in this thrilling story, inspired by Magic: The Gathering's card set Ikorla: Lair of Behemoths! Lukka is a proud captain of the Coppercoats, the elite military force that defends Drannith from the savage monsters lurking outside its city walls. For the Coppercoats, the only good monster is a dead monster. Lukka's world is forever altered when he unexpectedly forms a mystical connection with a ferocious, winged cat. But such bonds are high crimes in Drannith, punishable by death. Running for his life, Lukka flees the very home he was sworn to protect. Now an outcast monster "bonder," Lukka must survive the wilds of Ikorla while being ruthlessly hunted by his former brothers-in-arms, including the sadistic General Kudro. With help from planeswalker Vivien Reid, can Lukka learn to tame his newfound powers before he wields vengeance--and an army of nightmarish monsters--against his beloved Drannith?

Furious V1: Fallen Star

Information on the characters of the 4th ed. of Dungeons and dragons.

Mortal Kombat X Vol. 2

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce

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game preparation time. TheDungeon Master's Guide IIbuilds upon existing materials in the Dungeon Master's Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits includeComplete Adventurer, Races of Stone, andUnearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoringComplete Divine and co-authoring Races of StoneandUnearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief ofDungeon Magazine. His design credits includeFiend Folio andMonster Manual III, as well asBow and Bladefor Green Ronin Publishing. JAMES JACOBS is the associate editor ofDungeon Magazine and has published numerous articles inDragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoringThe Book of Aberrations,Races of Faerun, andFrostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying gamesFeng Shui,Heroquest, andDying Earth, along with,Robin's Laws of Good Gamemastering.

Free Copy Dungeons Dragons Spellbook Cards Mordenkainens Tome Of Foes Monster Cards D D Accessory **Dungeons and Dragons Art and Arcana**

Staring into a fractured mirror of her life, the world's first superhero, Furious, seeks to atone for her past sins by doling out rage-fueled justice! But the spotlight of our celebrity-obsessed media threatens to undo her noblest efforts and expose her true identity before she can achieve redemption. Collects Furious #1-#5 and an eight-page short story from Dark Horse Presents #31. "Glass and Santos' creation is very much a superhero for our time."—Comic Book Resources "A visual treat . . . filled to the brim with awesome artwork."—IGN

Throne of Eldraine: The Wildered Quest

Everyone Loves to Get Cards – Especially When They're Works of Art. More than 40 knock-your-socks-off card ideas and techniques. Snip, stamp, embellish, and paint your way to stand-out cards. Create keepsake greetings for any occasion with fabric and paper. Transform old game boards into spectacular gift cards that will amaze your loved ones. From playful to sophisticated, something new for every crafter! Finalist in the "Hobby/Crafts/How-To" category of the USA Book News "Best Book Awards" contest for 2005.

Dungeons & Dragons Starter Set

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Whether aboard an airship or a train car, embark on thrilling adventures shrouded in intrigue! Discover secrets buried by years of devastating war, in which magic-fueled weapons threatened an entire continent. In the post-war world, magic pervades everyday life, and people of all sorts flock to Sharn, a city of wonders where skyscrapers pierce the clouds. Will you find your fortune on mean city streets or scouring the secrets of haunted battlefields? Will you throw in your lot with the mighty dragonmarked houses, ruthless families who control whole nations? Will you seek truth as a newspaper reporter, a university researcher, or a government spy? Or will you forge a destiny that defies the scars of war? This book provides tools that both players and Dungeon Masters need to explore the world of Eberron, including the artificer character class—a master of magical invention—and monsters birthed by ancient warmongering forces. Will Eberron enter a prosperous new age or will the shadow of war descend once again?

Elminster in Hell

Elminster's archenemy, the vampiric Lord Manshoon, thinks he has destroyed Elminster at last. But Elminster survives in the form of magical ash, and with the help of his scion, a fop who is growing into a true nobleman, and his longtime companion Storm,

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he still has a chance to counter Manshoon's insidious plots. From the Hardcover edition.

Ikorla: Lair of Behemoths – Sundered Bond

Hell Hath Such Fury On the world of his birth he's all but a god, but when an ancient evil banishes him to the depths of the Nine Hells, he's just another lost soul. Elminster, Sage of Shadowdale, Chosen of Mystra, faces his most desperate struggle--to survive, to escape, to cling to his very sanity--and all the forces of the inferno are rallied against him. The top-selling book by the creator of the Forgotten Realms universe is now available as an eBook!

Wizards and Spells

Enter a world filled with labyrinths, magic, and monsters! You can take the role of a cleric, dwarf, elf, fighter, halfling, magic-user, or thief on your quest for glory, treasure, and adventure! This is a complete role playing game. All you need are a few sheets of paper and some dice. Welcome back to a simpler old-school gaming experience. The Labyrinth Lord awaits your arrival. Can you survive the dangers of the labyrinth?

Oh My Goddess!

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Special Edition Dungeon Master's Guide

A child can get their first glimpse into the world of Dungeons & Dragons, even as they learn their early numbers, a precursor to every new path in counting. Teach numbers to any early reader as told imaginatively within the world of Dungeons & Dragons.

**Dungeons & Dragons March Release Book
(Title Announced January 9th)**

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork--from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with

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DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

Dungeon Master's Guide II

A world of enchanted injustice needs a disenchanting woman in an all-new fantasy series by the Wall Street Journal bestselling author of *The Paper Magician*. The orphaned Elsie Camden learned as a girl that there were two kinds of wizards in the world: those who pay for the power to cast spells and those, like her, born with the ability to break them. But as an unlicensed magic user, her gift is a crime. Commissioned by an underground group known as the Cows, Elsie uses her spellbreaking to push back against the aristocrats and help the common man. She always did love the tale of Robin Hood. Elite magic user Bacchus Kelsey is one elusive spell away from his mastership when he catches Elsie breaking an enchantment. To protect her secret, Elsie strikes a bargain.

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She'll help Bacchus fix unruly spells around his estate if he doesn't turn her in. Working together, Elsie's trust in--and fondness for--the handsome stranger grows. So does her trepidation about the rise in the murders of wizards and the theft of the spellbooks their bodies leave behind. For a rogue spellbreaker like Elsie, there's so much to learn about her powers, her family, the intriguing Bacchus, and the untold dangers shadowing every step of a journey she's destined to complete. But will she uncover the mystery before it's too late to save everything she loves?

Oreimo: Kuroneko

Spectacular Cards!

"For use with the fifth edition Player's handbook, Monster manual, and Dungeon master's guide"--Back cover.

Dungeons & Dragons Spellbook Cards: Mordenkainen's Tome of Foes (Monster Cards, D&d Accessory)

80 recipes inspired by the magical world of Dungeons & Dragons "Ready a tall tankard of mead and brace yourself for a culinary journey to match any quest!"--Tom Morello, Rage Against the Machine From the D&D experts

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behind Dungeons & Dragons Art & Arcana comes a cookbook that invites fantasy lovers to celebrate the unique culinary creations and traditions of their favorite fictional cultures. With this book, you can prepare dishes delicate enough to dine like elves and their drow cousins or hearty enough to feast like a dwarven clan or an orcish horde. All eighty dishes—developed by a professional chef—are delicious, easy to prepare, and composed of wholesome ingredients readily found in our world. Heroes' Feast includes recipes for snacking, such as Elven Bread, Iron Rations, savory Hand Pies, and Orc Bacon, as well as hearty vegetarian, meaty, and fish mains, such as Amphail Braised Beef, Hommler Golden Brown Roasted Turkey, Drow Mushroom Steaks, and Pan-Fried Knucklehead Trout—all which pair perfectly with a side of Otik's famous fried spiced potatoes. There are also featured desserts and cocktails—such as Heartlands Rose Apple and Blackberry Pie, Trolltide Candied Apples, Evermead, Potion of Restoration, and Goodberry Blend—and everything in between, to satisfy a craving for any adventure.

Eberron: Rising from the Last War (D&d Campaign Setting and Adventure Book)

Dungeon tiles designer: Stephen Radney-MacFarland.

Free Copy Dungeons Dragons Spellbook Cards Mordenkainens Tome Of Foes Monster Cards D D Accessory **Warriors & Weapons (Dungeons & Dragons)**

The perfect tool to help Dungeon Masters manage their monsters during play. These 109 durable, laminated cards represent a range of deadly beasts from the Dungeons & Dragons supplemental book, Mordenkainen's Tome of Foes, complete with stats and illustrations. From the allip's armor class to the yagnoloth's damage immunities, monster cards let DMs select, organize, and access the information they need to help keep encounters running smoothly, without flipping through the books. - Color illustrations bring battles to life without revealing the monster's rules text - An evergreen accessory useful for all fifth edition Dungeons & Dragons tabletop gameplay - An invaluable resource for EVERY Dungeon Master

Map Folio One

A boxed set introducing the newest edition of the Dungeons & Dragons role-playing game includes a 64-page adventure book with everything the Dungeon Master needs to get started; a 32-page rulebook for playing characters from Level 1 to Level 5; five pregenerated characters, each with a character sheet and supporting reference material; and six polyhedral dice.

Dungeon Master's Screen

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A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

The Temptation of Elminster

An immersive illustrated primer to the enchanted beings, magic users, and spells of Dungeons & Dragons, the leading fantasy role-playing game. This illustrated guide transports new players to the magical world of Dungeons & Dragons and presents a one-of-a-kind course on the wizards, sorcerers, and other magic-makers for which the game is known. Featuring easy-to-follow and entertaining explanations of how spells are created and used in the game, along with original illustrations of the game's essential magical characters, this book shines a spotlight on the mystical side of D&D. The perfect jumping-on point for young fans of fantasy looking to give D&D a try, Wizards and Spells also features prompts to encourage creative problem-solving skills in the dangerous situations that may be encountered in a Dungeons & Dragons adventure.

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For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on

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grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is

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theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready.

D&D Character Sheets

A child can get their first glimpse into the world of Dungeons & Dragons, even as they learn the alphabet, a precursor to every new path in reading. Teach the alphabet to any early reader as told imaginatively within the world of Dungeons & Dragons.

Spellbreaker

The ABC's of D&d

Delve deeper than you ever thought possible in this adventure for the world's greatest roleplaying game. Hundreds of years ago, long before Waterdeep had been built, Halaster Blackcloak carved a vast dungeon beneath Mount Waterdeep and stocked it with all manner of creatures from across the planes. Over time Halaster has gone quite insane and the dungeon he carved, now dubbed Undermountain, is a labyrinthine death trap for those bold enough to venture within. Precious few have returned from Halaster's home, and frequently they're not who they were when they started out. One thing is certain however. Wealth unimaginable exists

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within the halls of Undermountain.

Bury Elminster Deep

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

The 123's of D&d

In a shocking twist, Kyousuke's sister Kirino has decided to study abroad . . . and Ruri Gokou, a.k.a. Kuroneko, is transferring to Kyousuke's school! Is his homeroom prepared to have the dark Queen of Nightmare among them . . . and is the manga world prepared when Kuroneko makes her first pitch to a professional company? One thing's for sure—Kyousuke will be by her side, supporting her. But how close is “by her side” going to be . . . ?

Monster Manual

From a dark and dusty tomb, Elminster emerges, seeking the guidance of Mystra, and finds only silence. He is drawn into the clutches of the mysterious and sinister Lady of Shadows. The path he takes will lead to a Realms-shaking confrontation where Elminster has to make the most important choice of his long life. Whatever he decides, the Realms

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will be forever changed . . .

Labyrinth Lord

The quest for the Kamidogu daggers continues! Fight! Great changes are coming to Outworld and Earthrealm alike. Whether they seek to protect the worlds of gods and men or to rule them, Kombatants new and old are heading towards bloody conflict. Hoping to thwart the coming evil, Raiden has conscripted Hanzo Hasashi-Scorpion-and his charge, Takeda Takahashi, to gather the mystical Kamidogu daggers. Their journey leads them to an old foe who holds one of the powerful cursed weapons-Kuai Liang, the ninja known as Sub-Zero! With Sub-Zero corrupted by the Blood Magik of the dagger and Scorpion's deadly thirst for vengeance, the two will lock in a Mortal Kombat for the ages! Elsewhere, Kotal Kahn faces a challenge to his rule from the scorned tribe of the Shokan. King Gorbak is leading an army of Shokan and Oni warriors powerful enough to decimate the Emperor of Outworld. Though Kahn refuses to unleash his Kamidogu's Blood Magik again, he has an unlikely group of allies in the Earthrealmers Johnny Cage and Sonya Blade. The pair only wishes to rescue their daughter from the clutches of Reiko, but first they'll have to help Kahn protect his throne-which means an alliance with Kano and the Black Dragon! Writer SHAWN KITTELSEN

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continues his epic debut with the help of artists DEXTER SOY (DC UNIVERSE VS MASTERS OF THE UNIVERSE), IGOR VITORINO (Green Hornet) and DANIEL SAMPERE (BATGIRL) as they paint the blood-soaked story that leads into the video game phenomenon in MORTAL KOMBAT X: BLOOD GODS! Collects issues #5-8.

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