



#52

ADVENTURE TIME



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ADVENTURE TIME™

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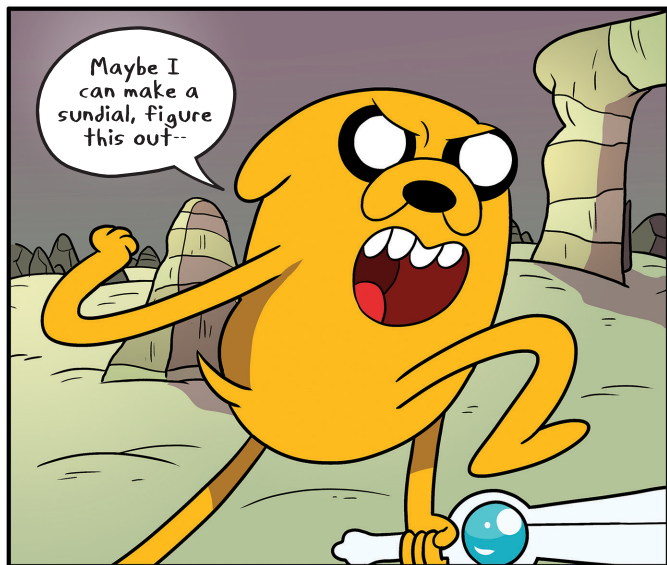
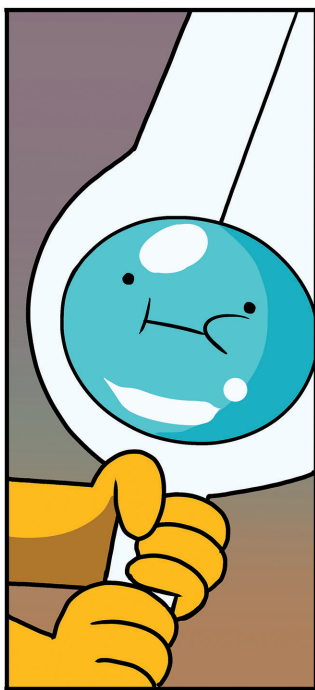
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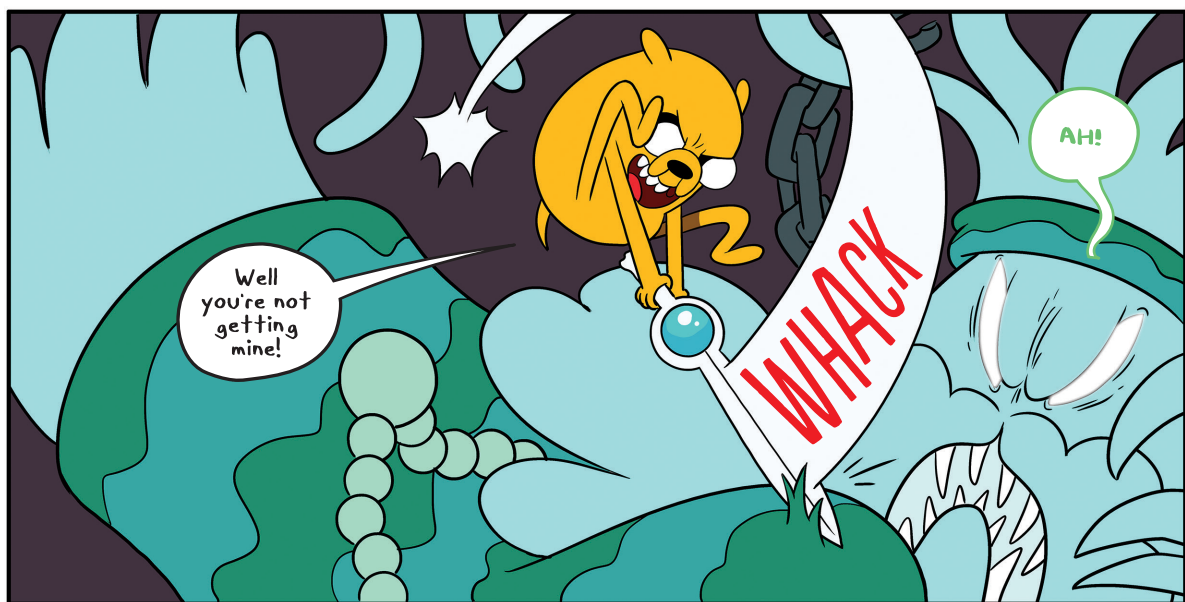
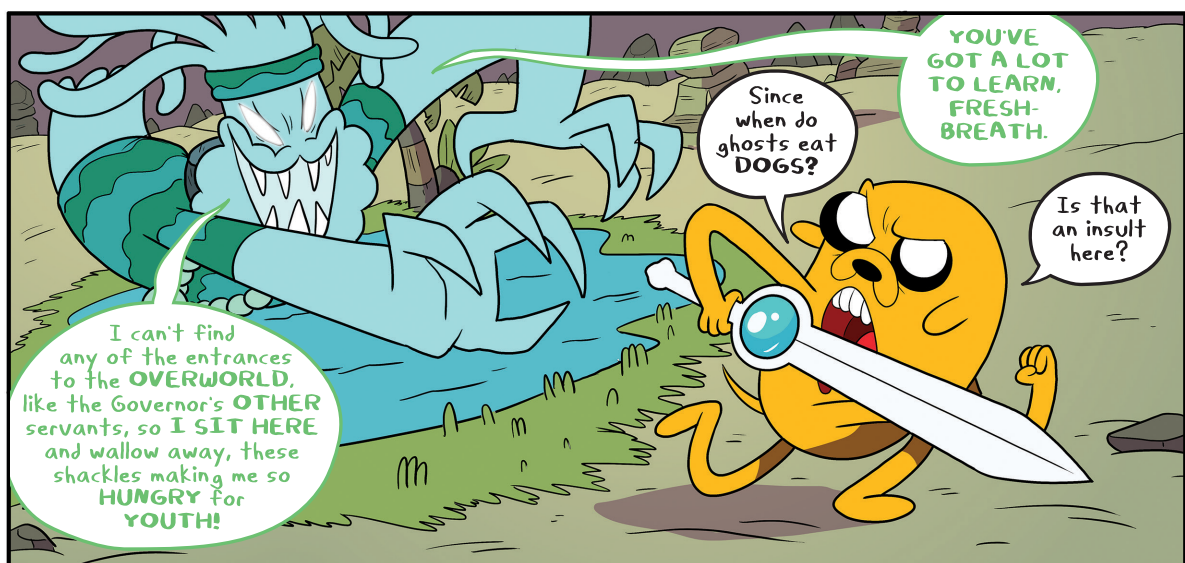
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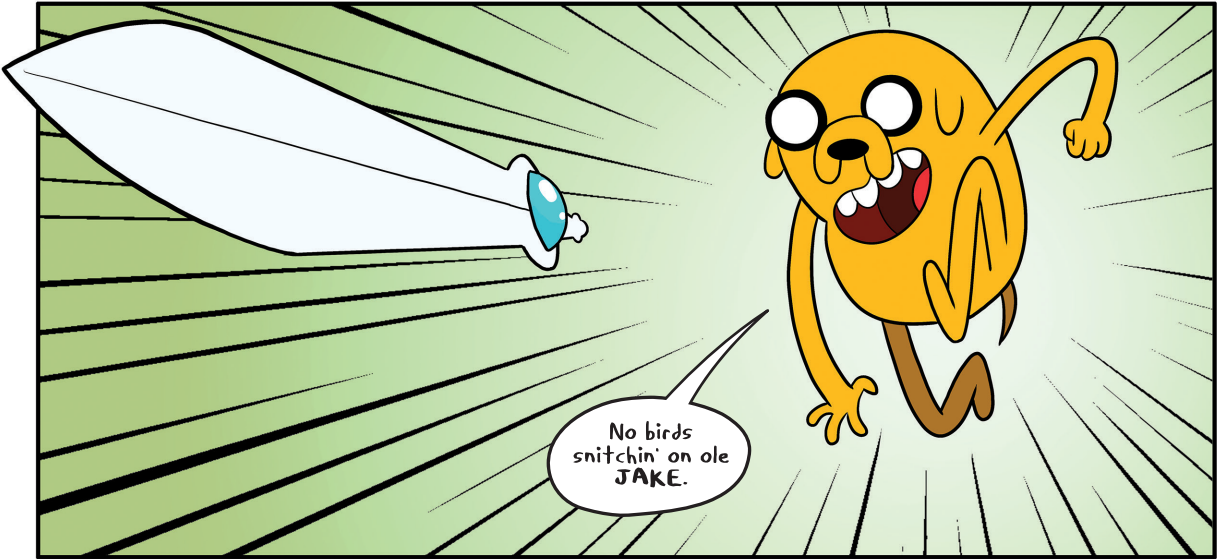
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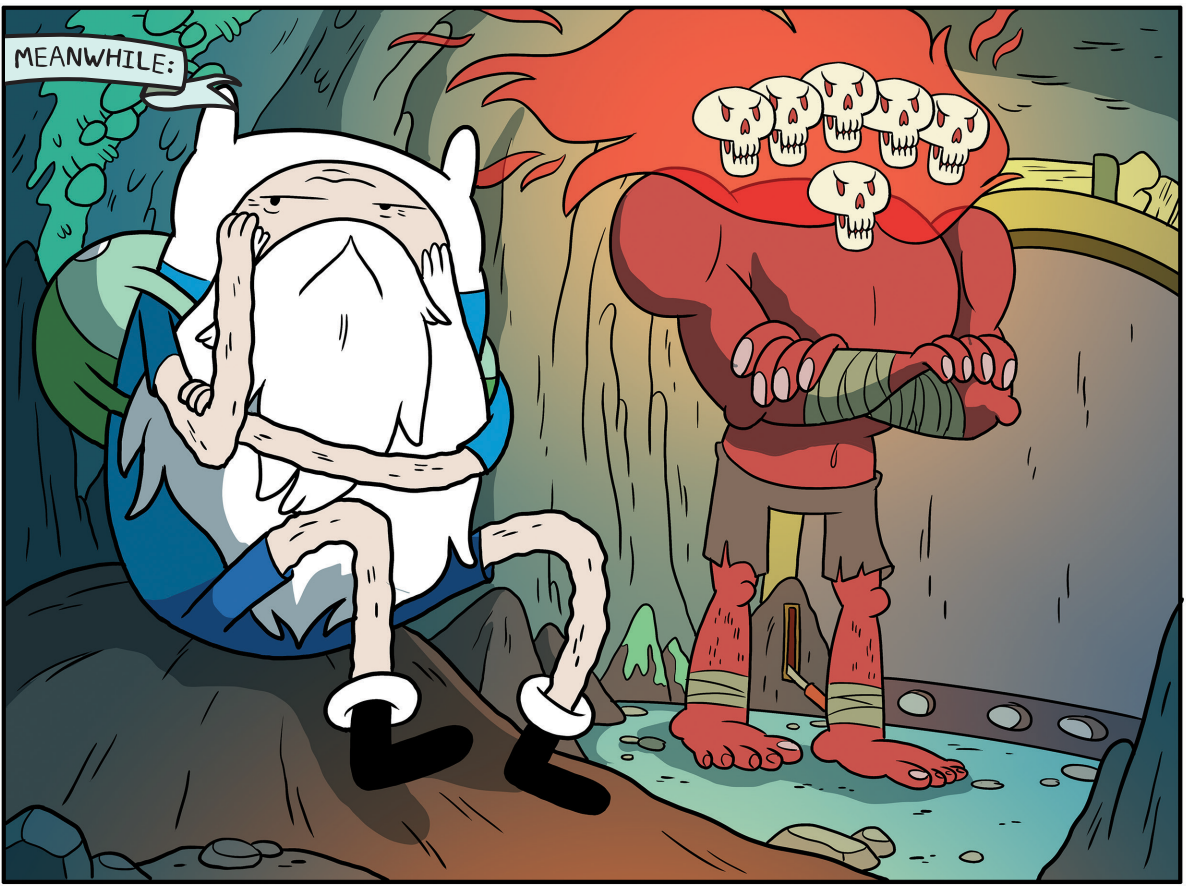




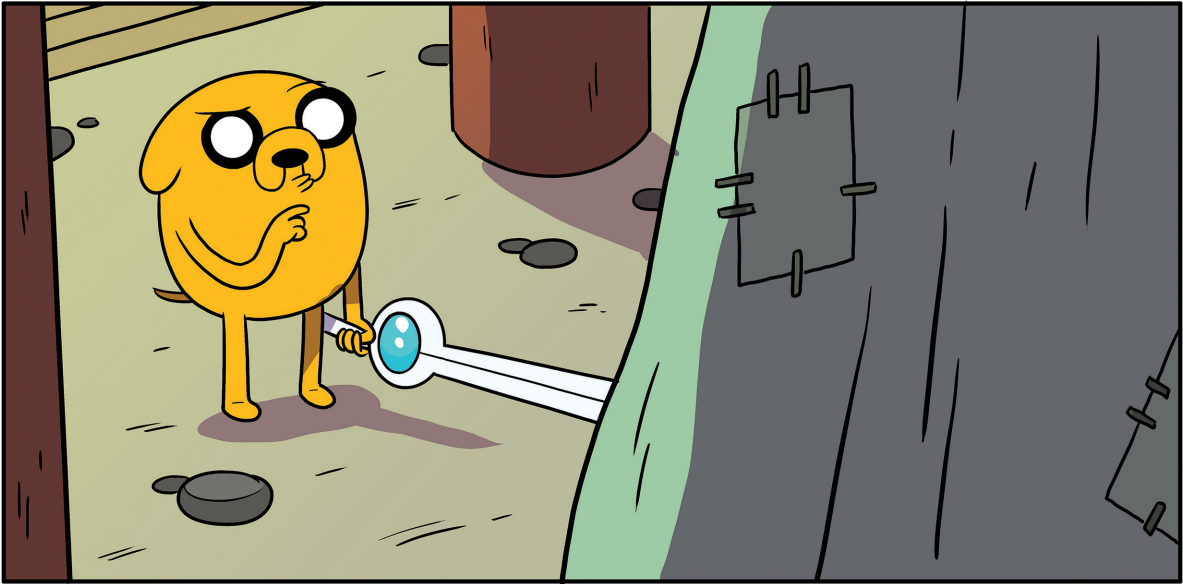








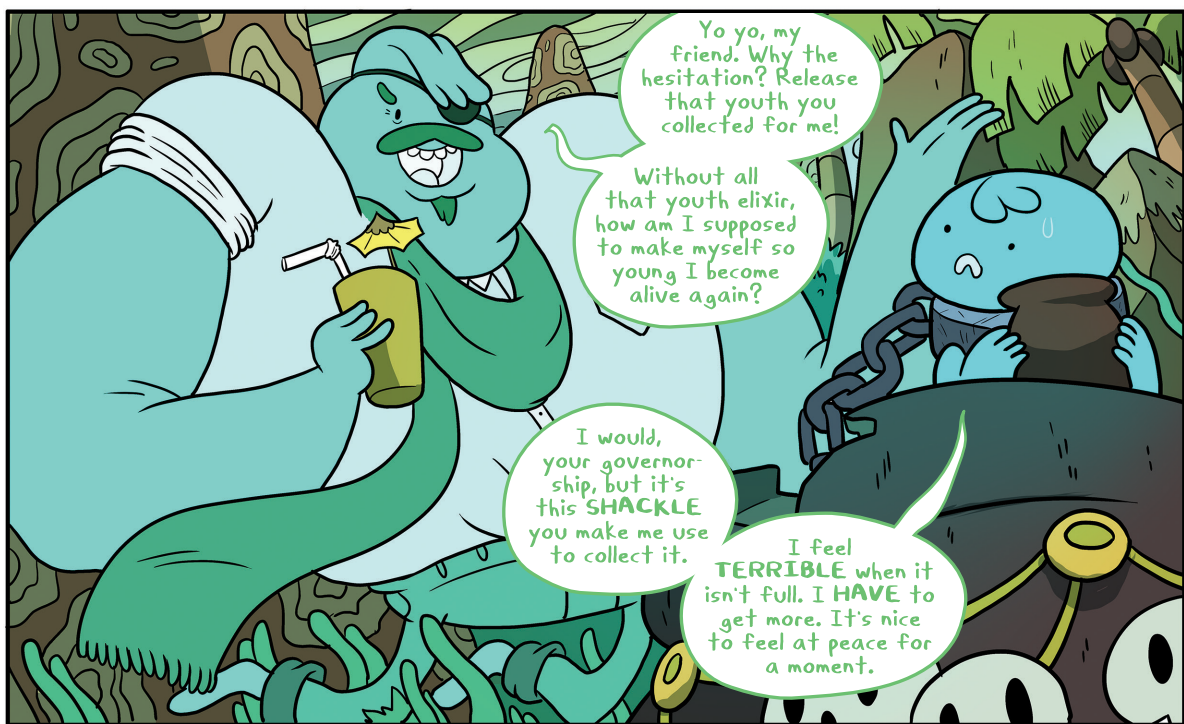
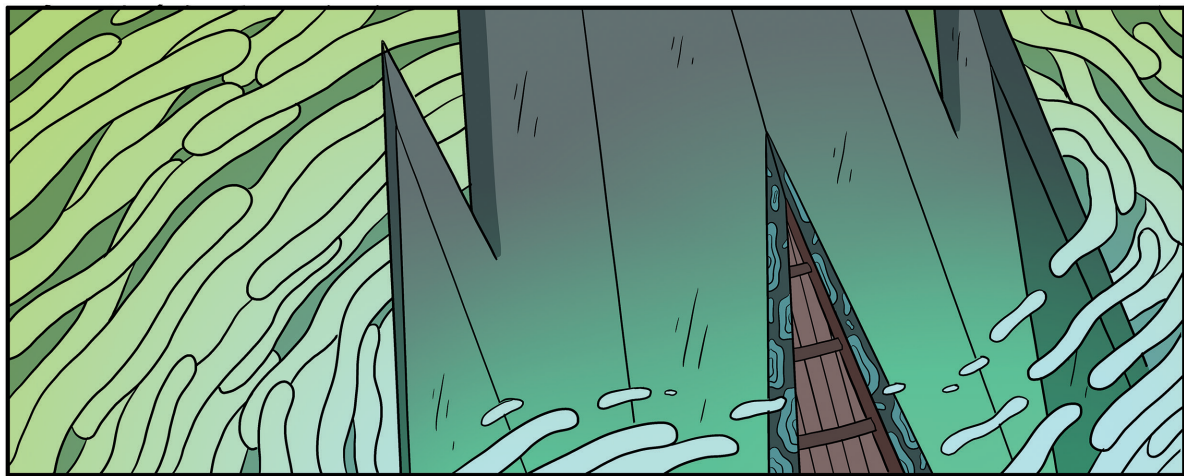












Yo yo, my friend. Why the hesitation? Release that youth you collected for me!

Without all that youth elixir, how am I supposed to make myself so young I become alive again?

I would, your governorship, but it's this **SHACKLE** you make me use to collect it.

I feel **TERRIBLE** when it isn't full. I **HAVE** to get more. It's nice to feel at peace for a moment.



Well yeah, dudester, if it didn't compel you to seek youth from the overworld, then **WHY** would you do it?

Because... it's the law?

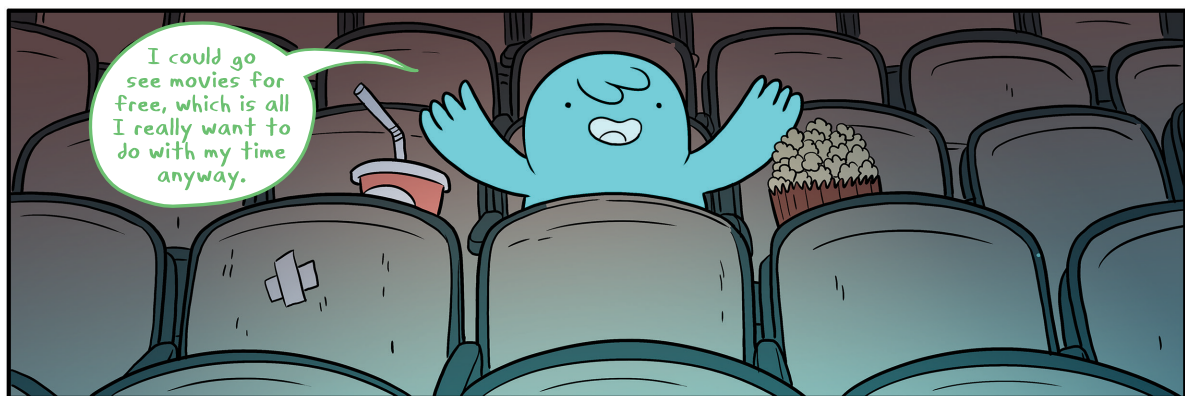
Ha ha, yeah it is. But listen...

...we **BOTH** know nothing's cooler than **BREAKING THE LAW**.

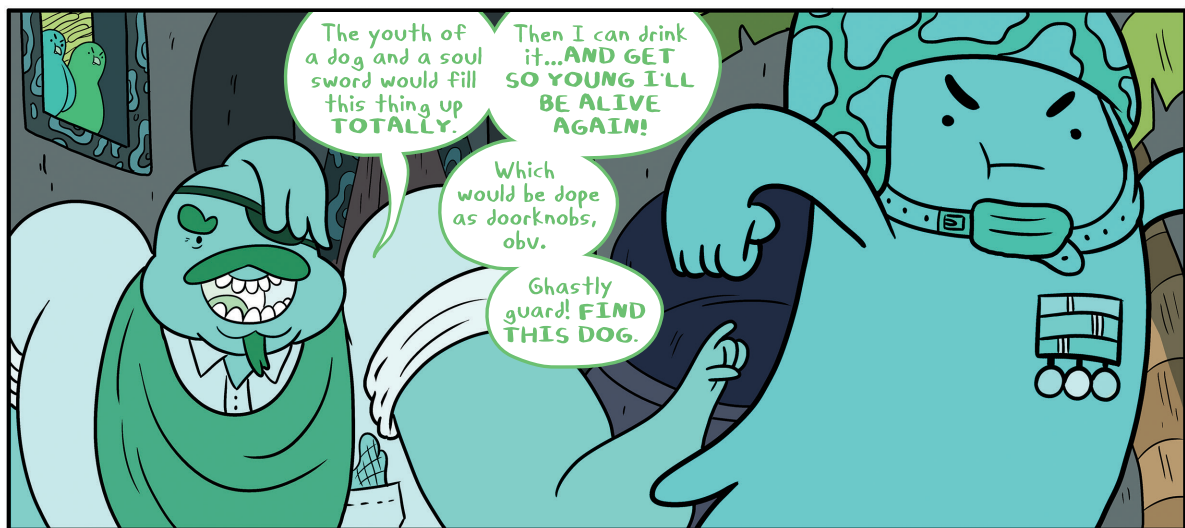


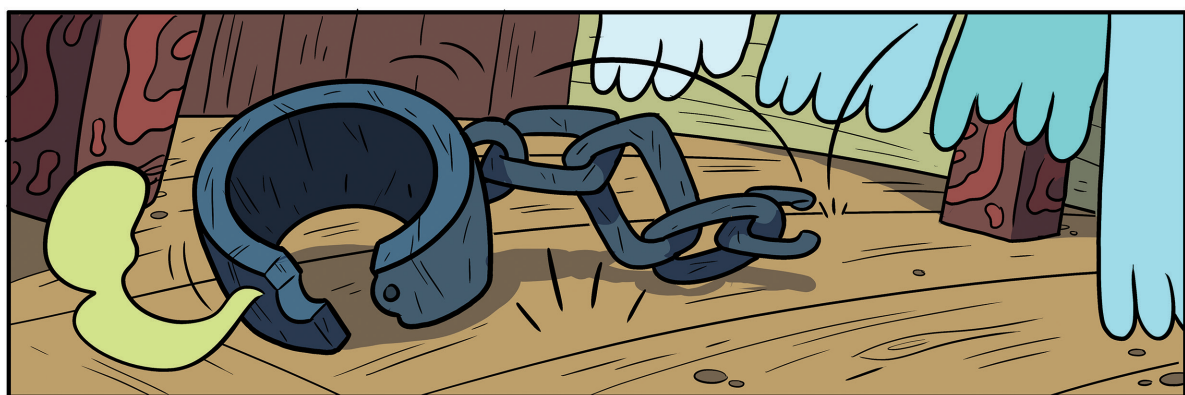
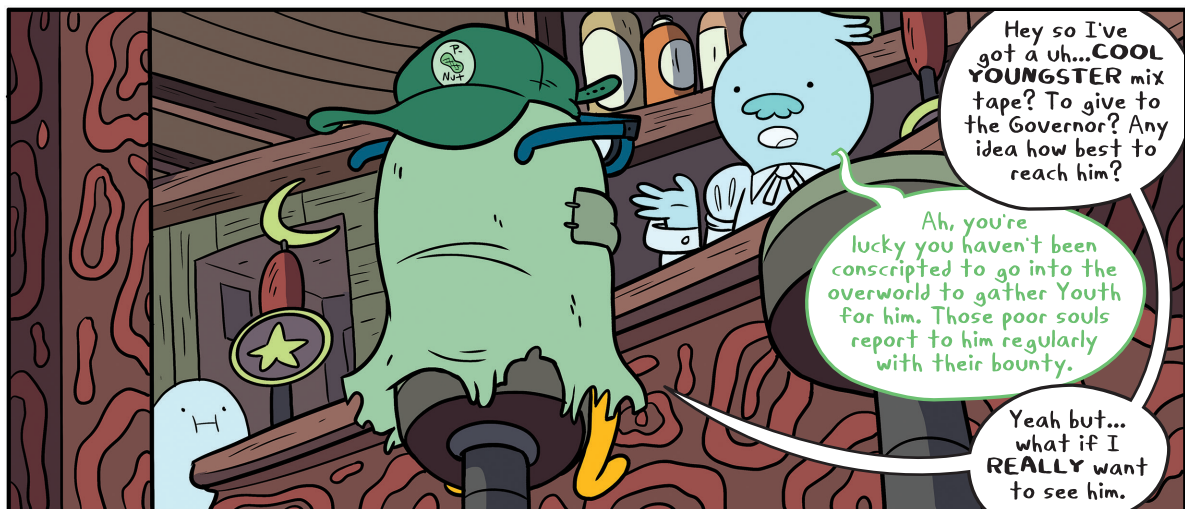
That's why I got this magic going on! To make you do it! Law's not enough.

Ha ha, is it?

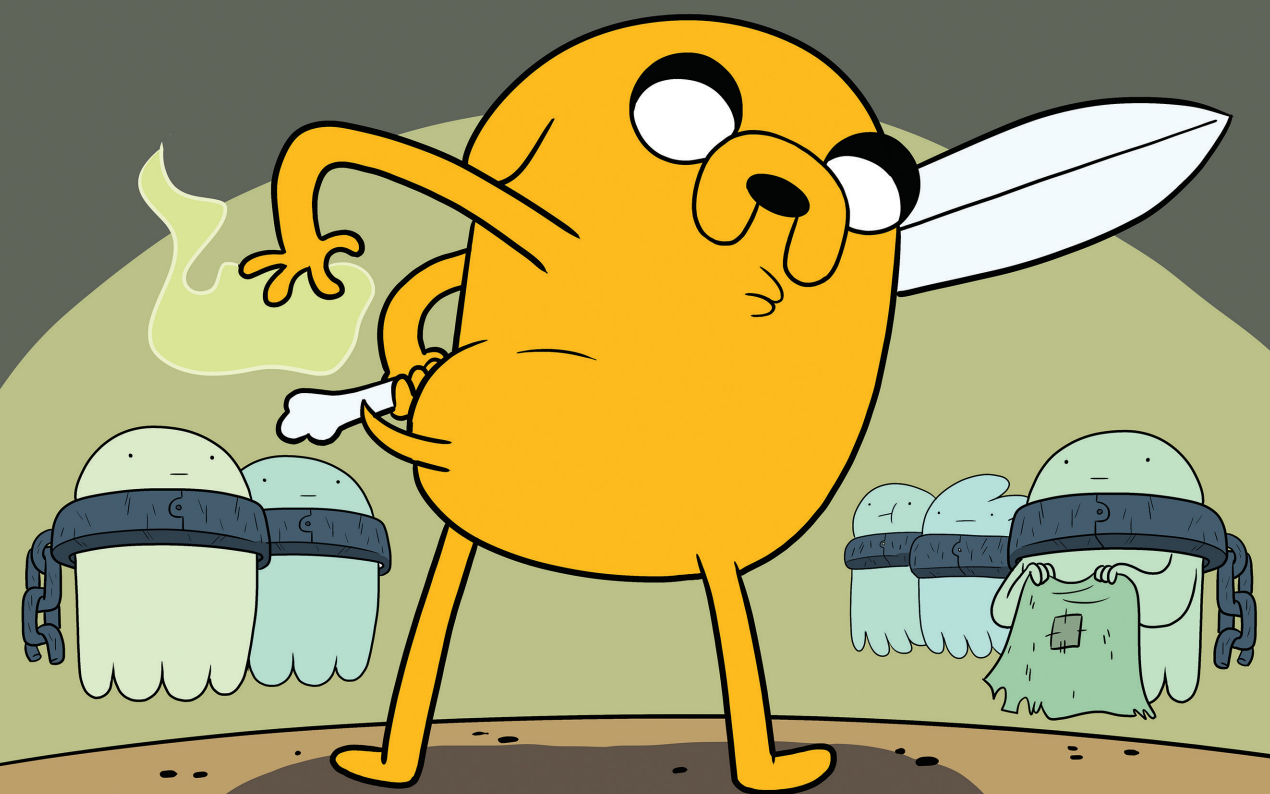


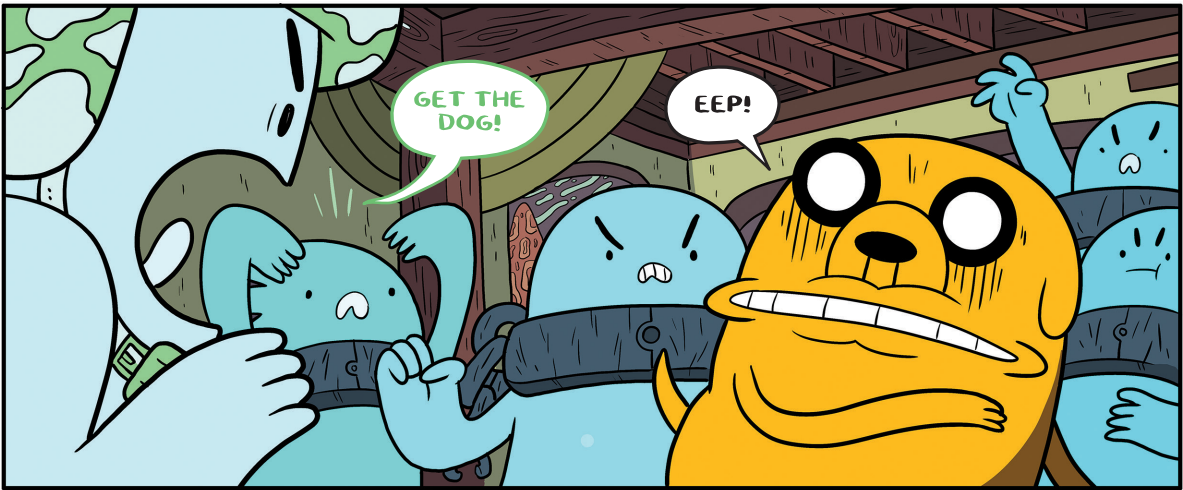


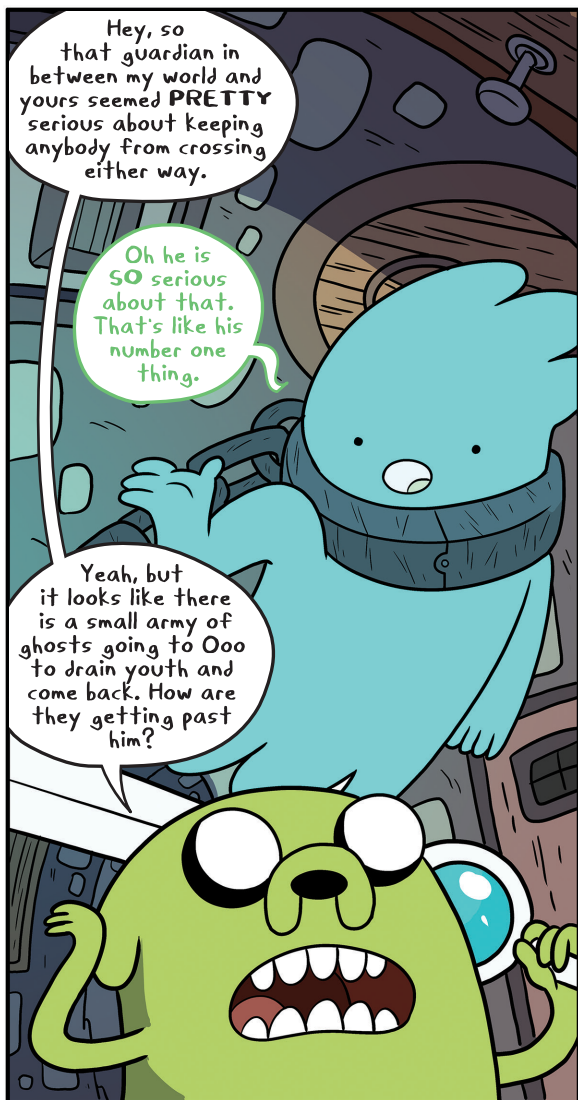


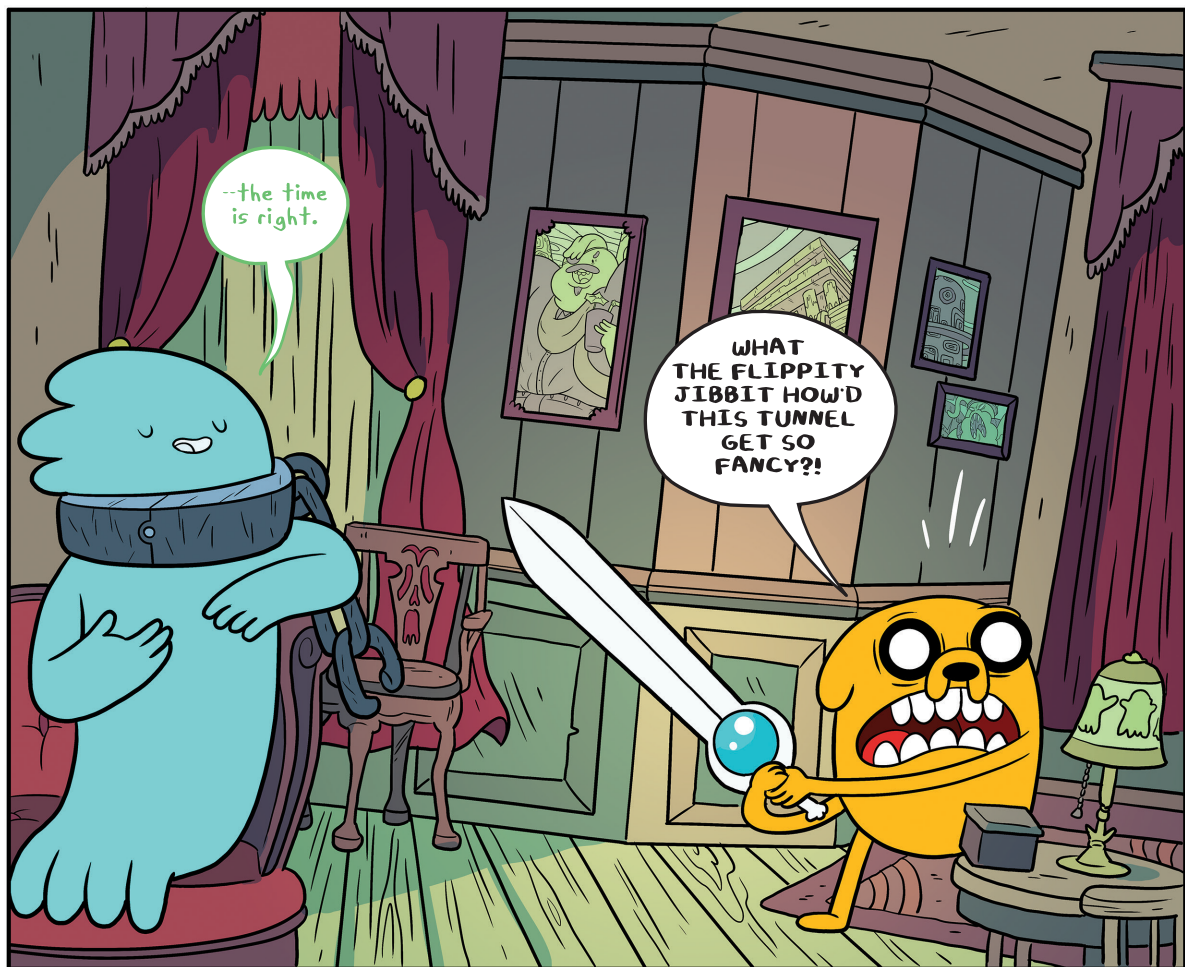














You
are in the
PARLOR of the
GOVERNESS.

AAAAAA

I **NEVER**
thought that
particular
sentence would
scare me.

And yet
here we
are.

**TO BE
CONCLUDED...**

IAN
NORTH