



#58

ADVENTURE TIME



ADVENTURE TIME™

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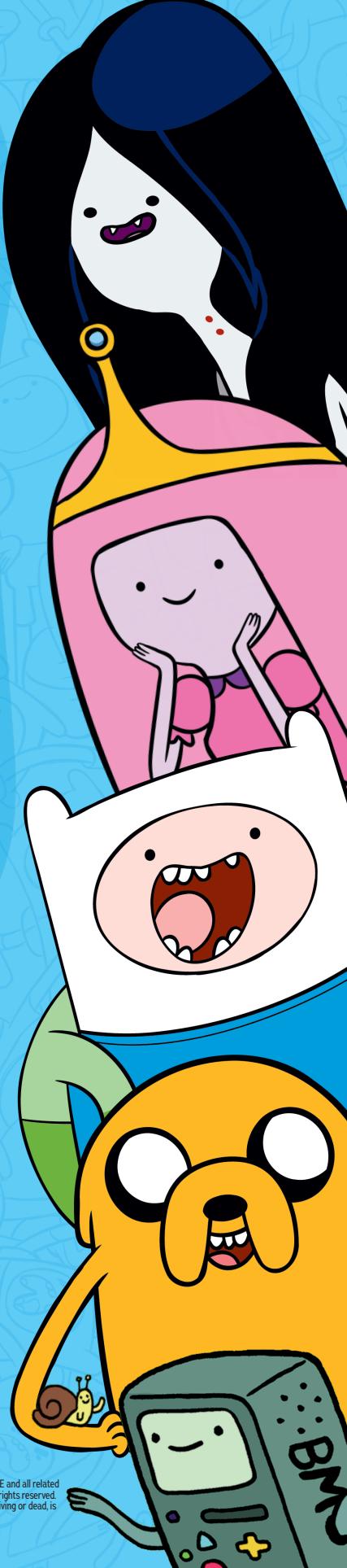
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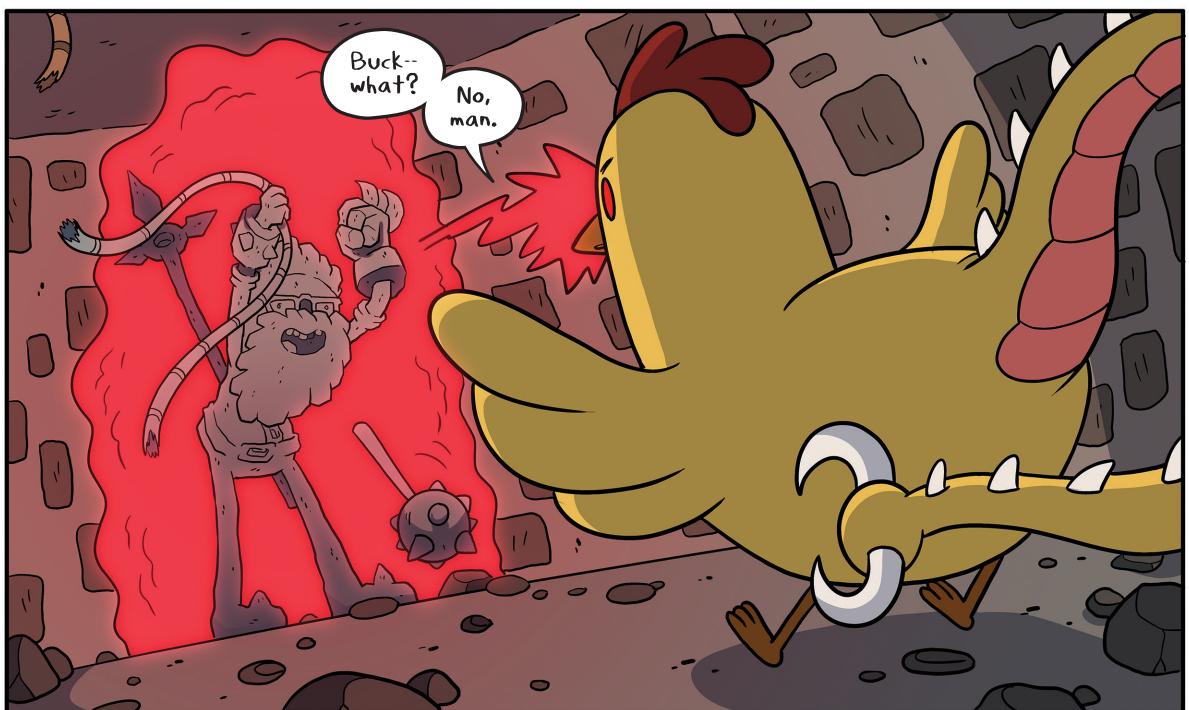
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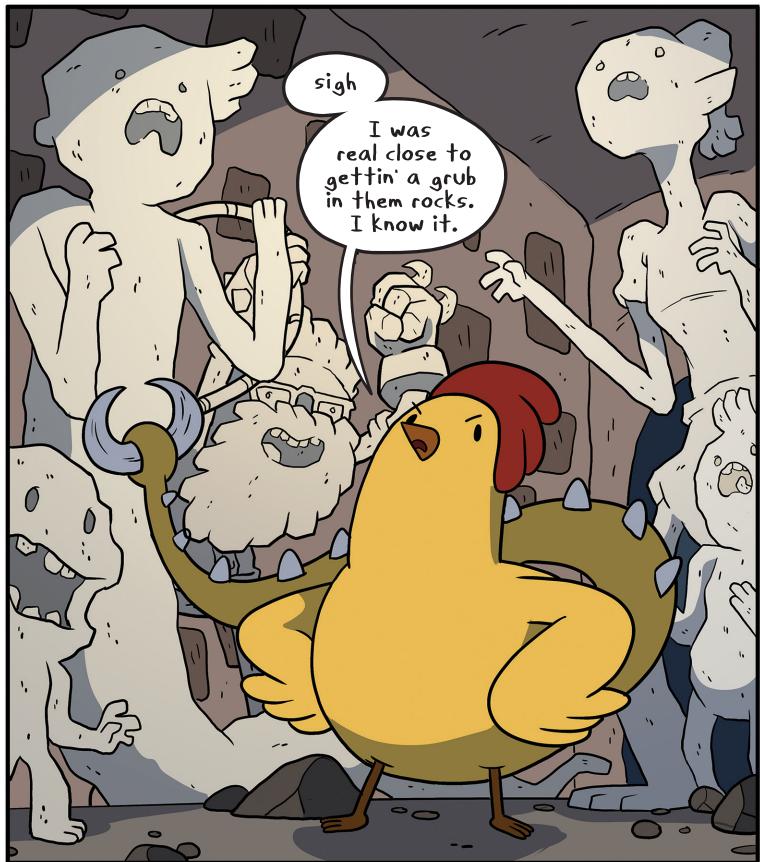


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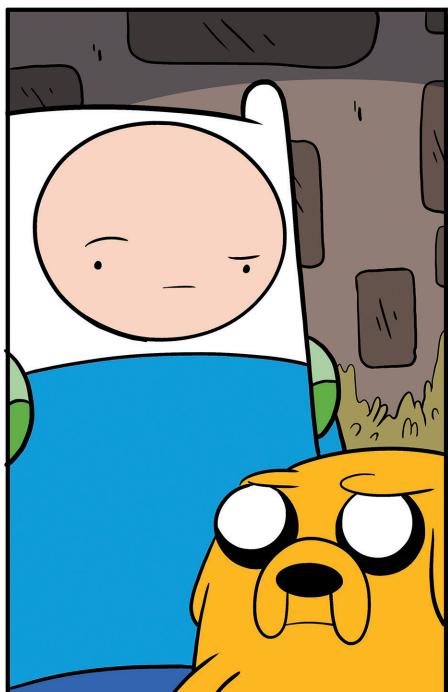
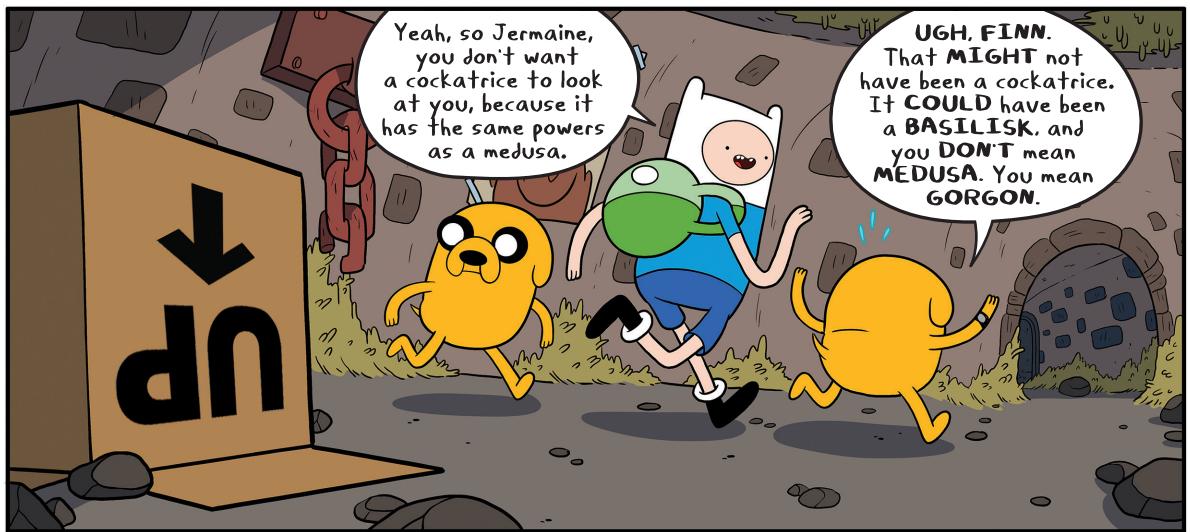


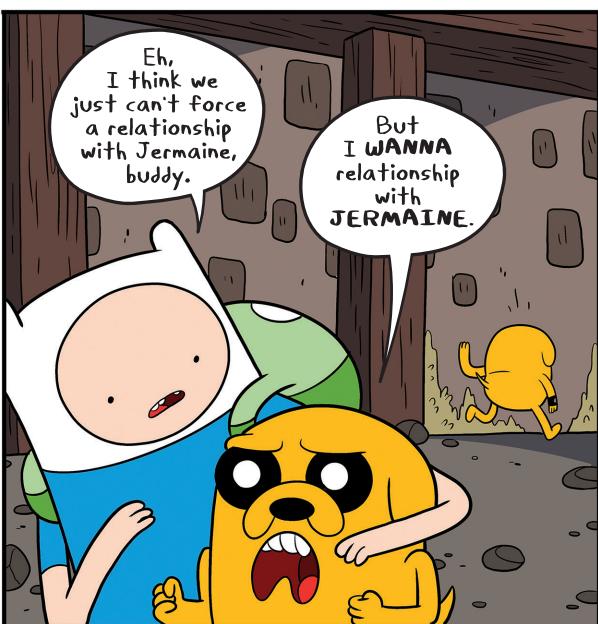


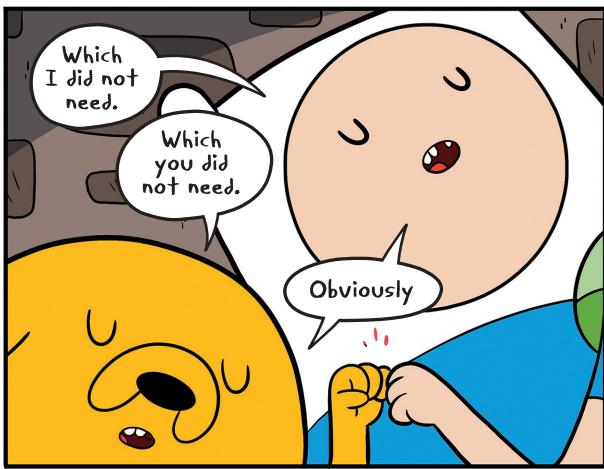


Yeah, so Jermaine, you don't want a cockatrice to look at you, because it has the same powers as a medusa.

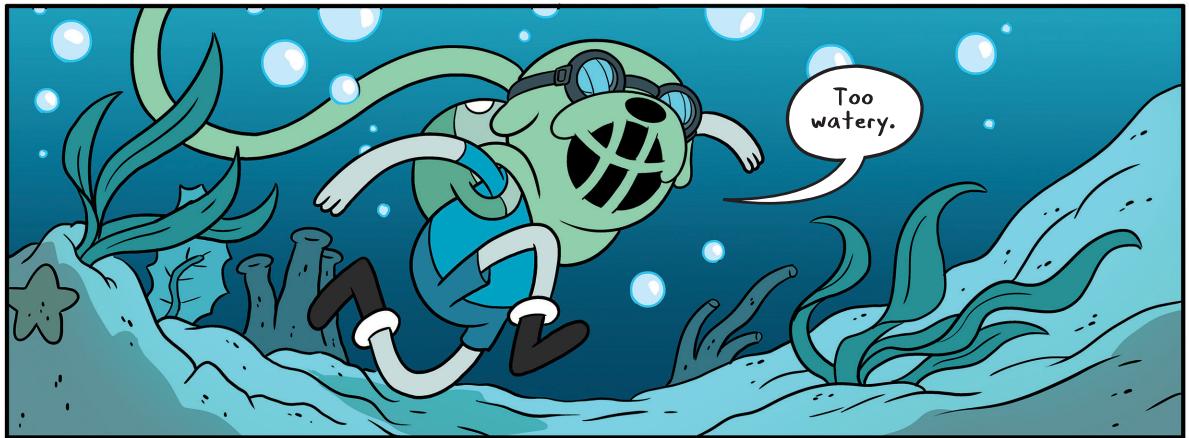
UGH, FINN. That MIGHT not have been a cockatrice. It COULD have been a BASILISK, and you DON'T mean MEDUSA. You mean GORGON.

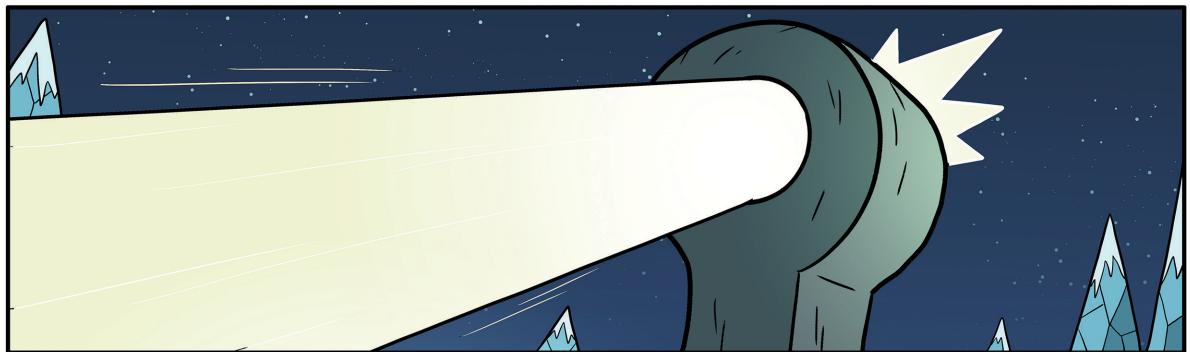


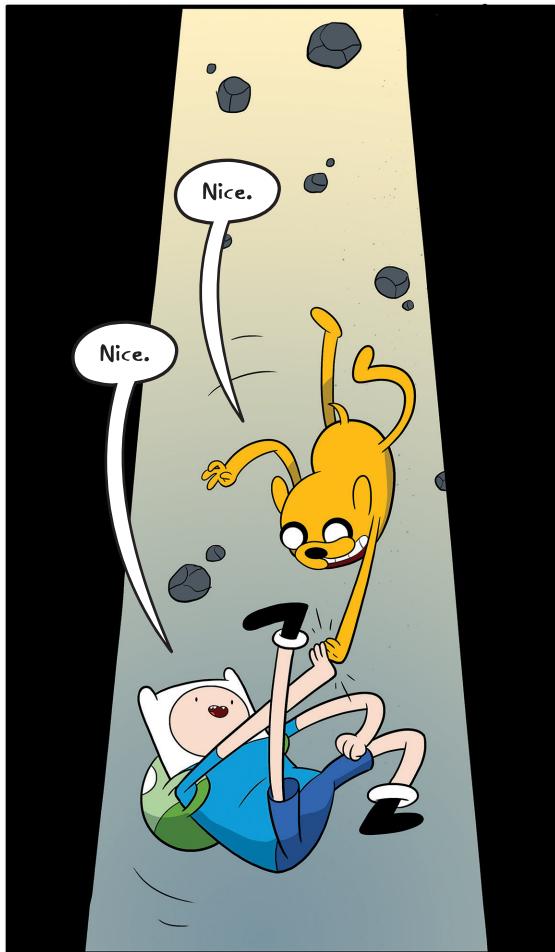






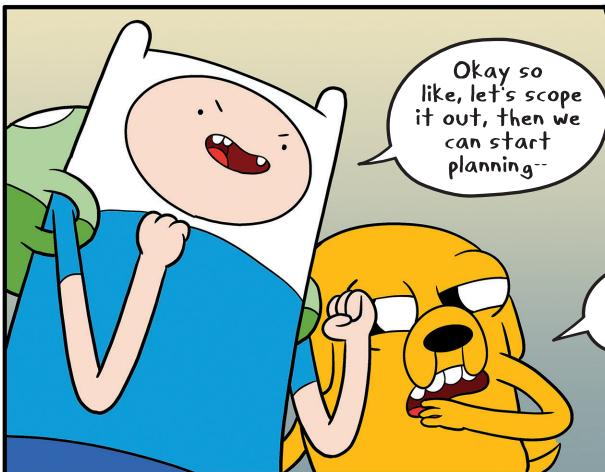


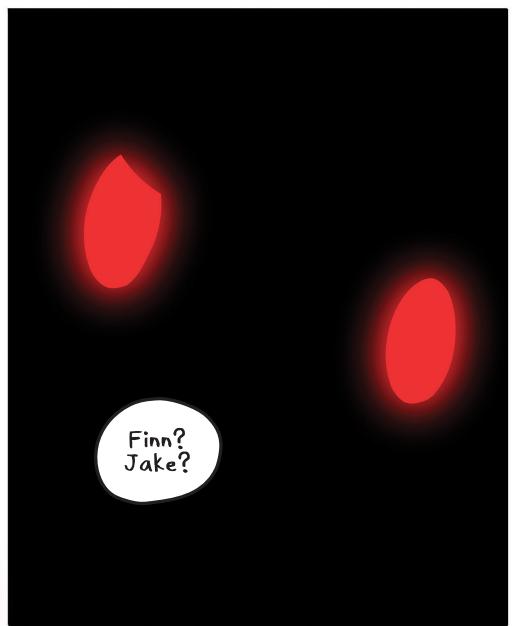
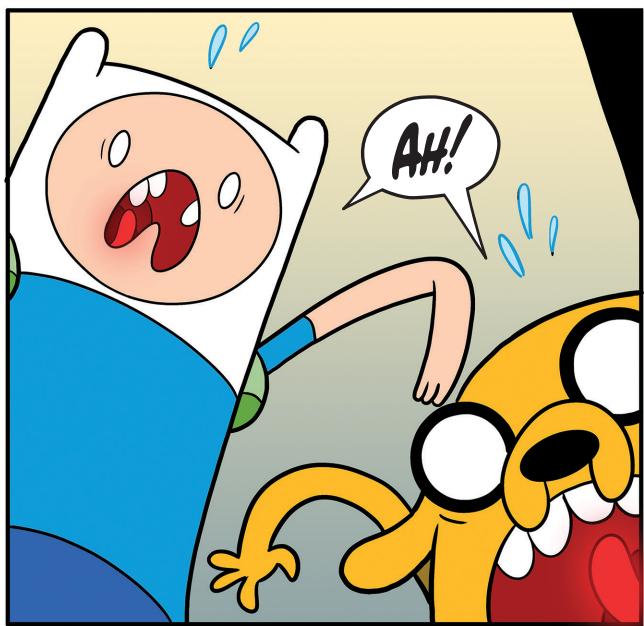
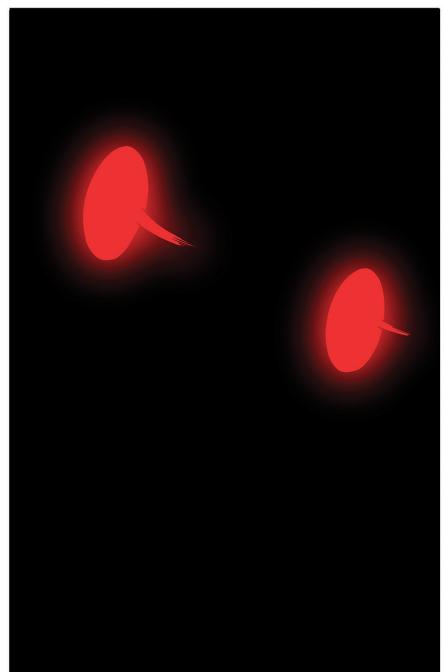
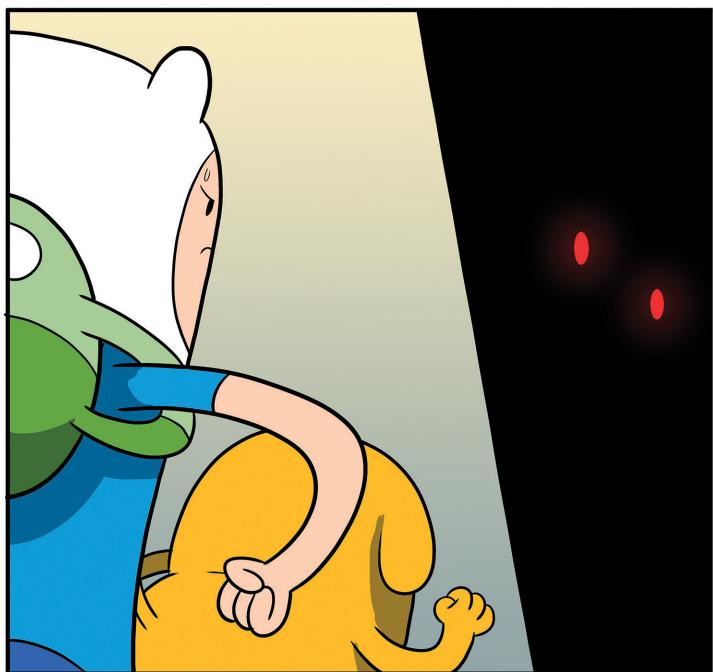
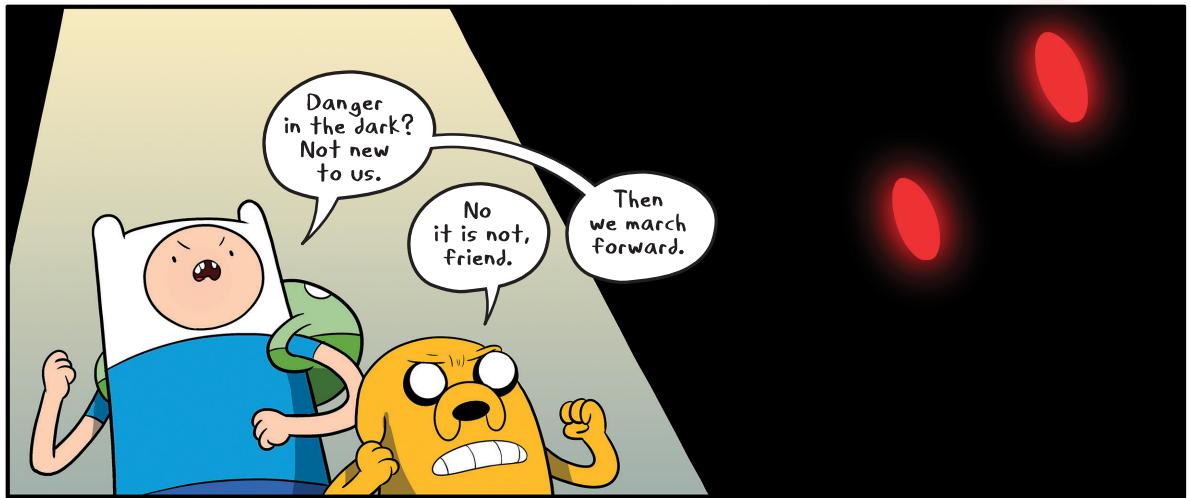


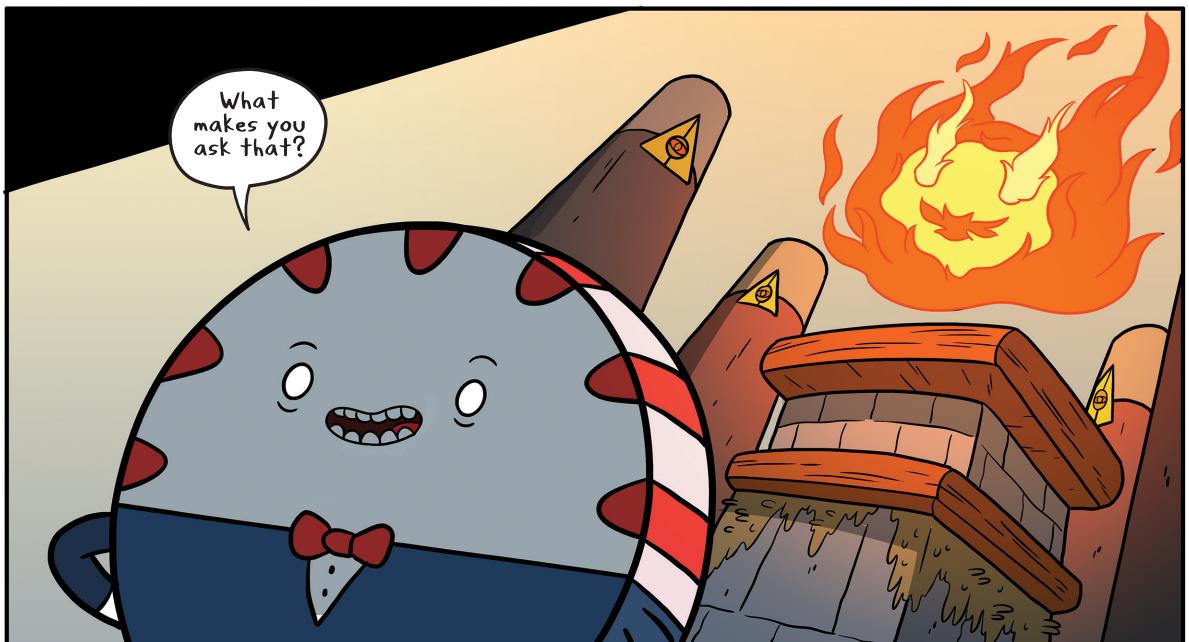
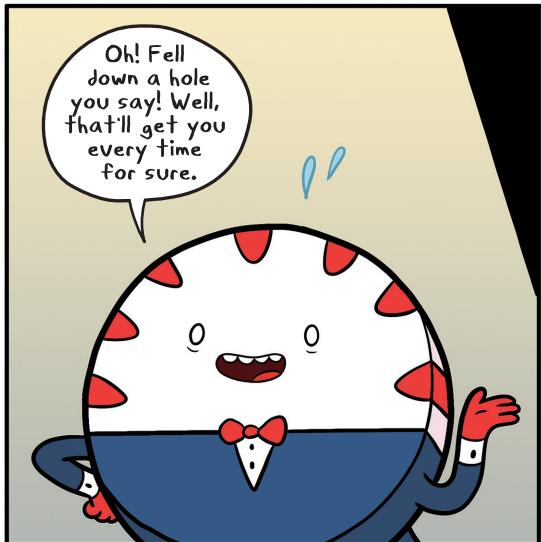
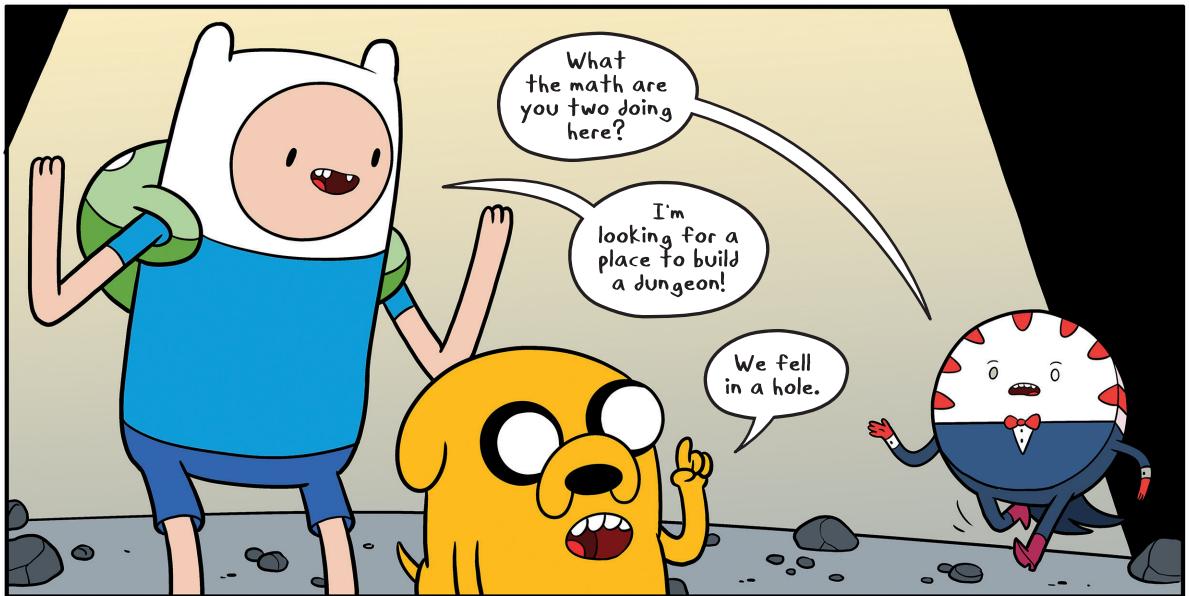


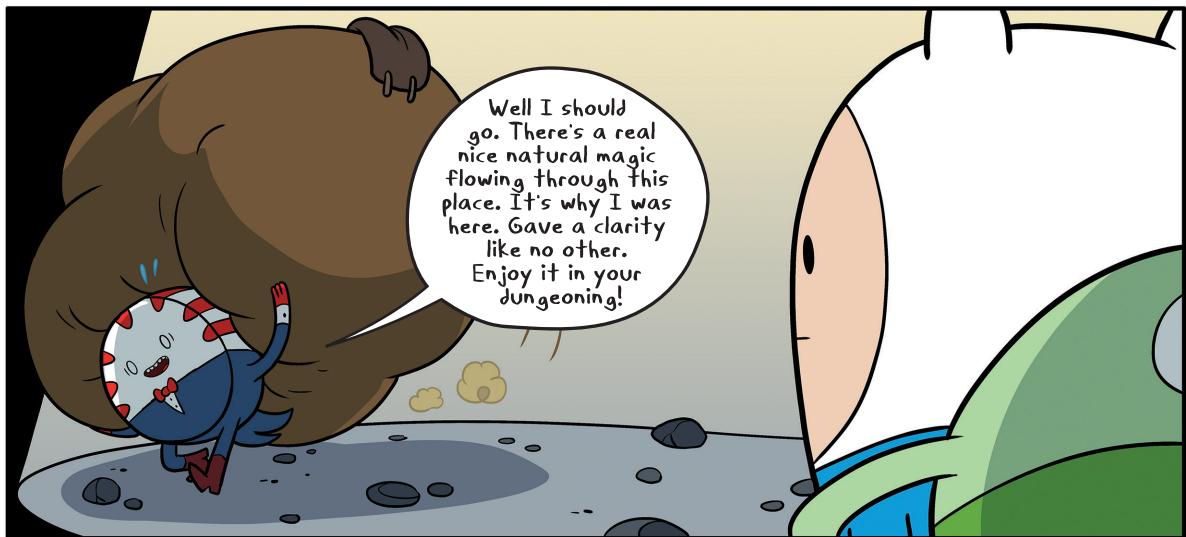
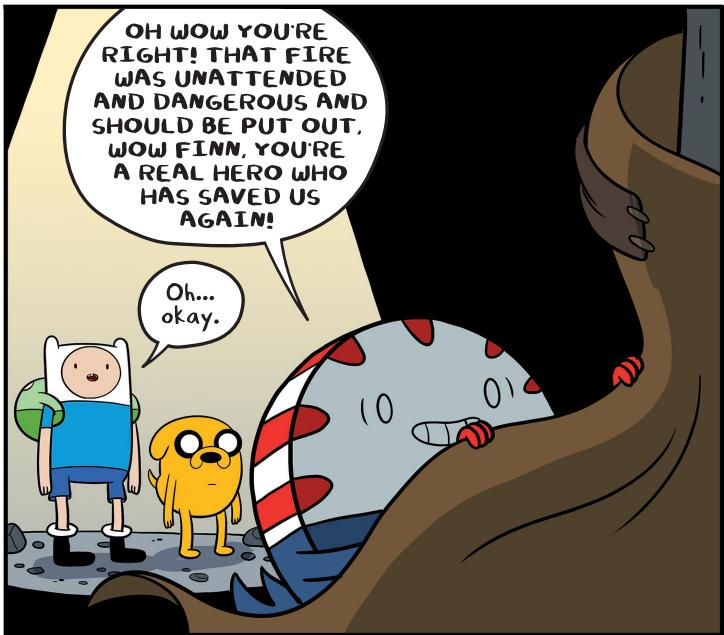
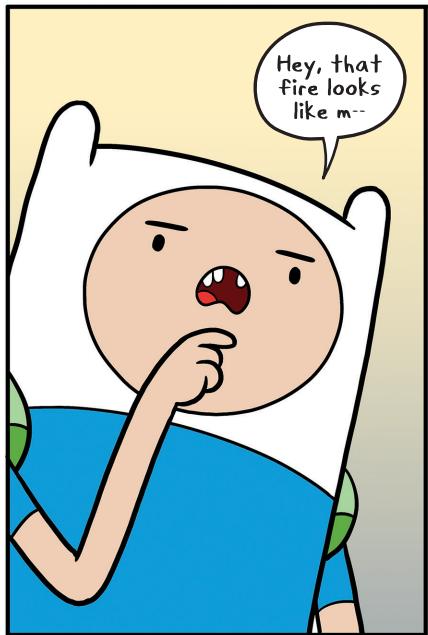
Whoah, buddy! I think...this might be **IT!**

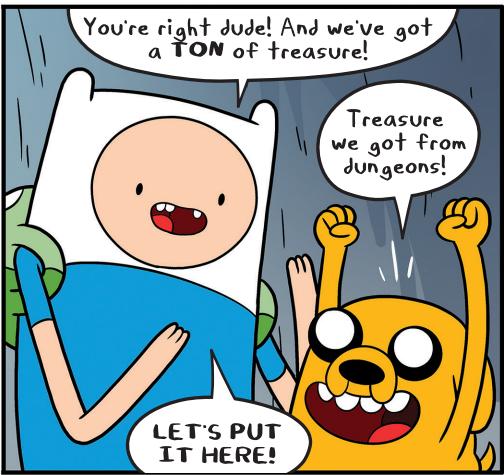
You tryin' to tell me a hole that opened up because of the placement of the moon **MIGHT BE AN INDICATION OF PROXIMITY TO NATURAL MAGICAL ENERGY?**

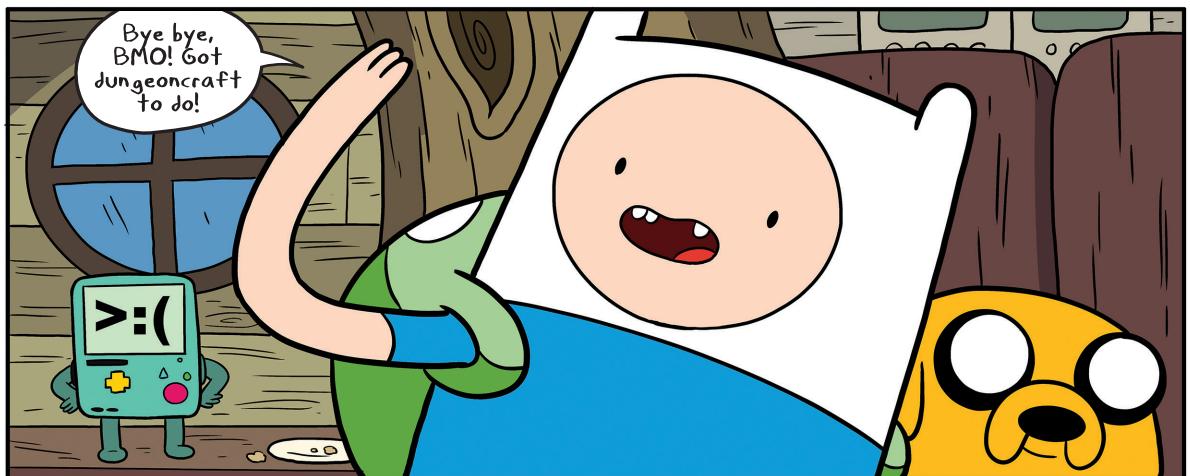
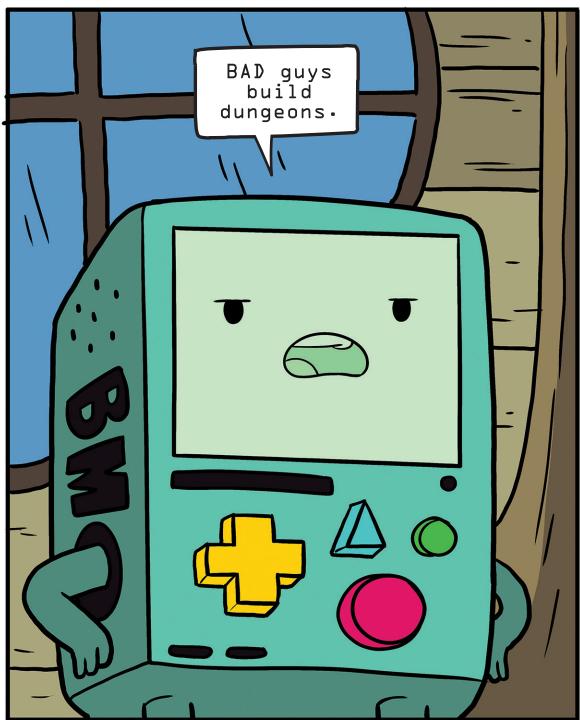
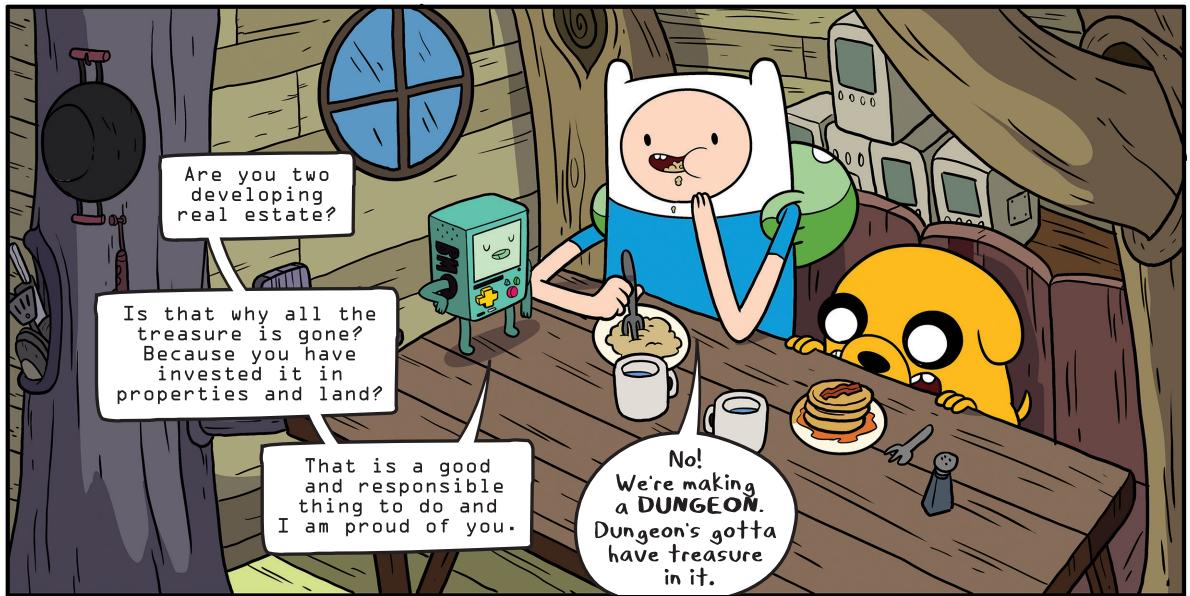




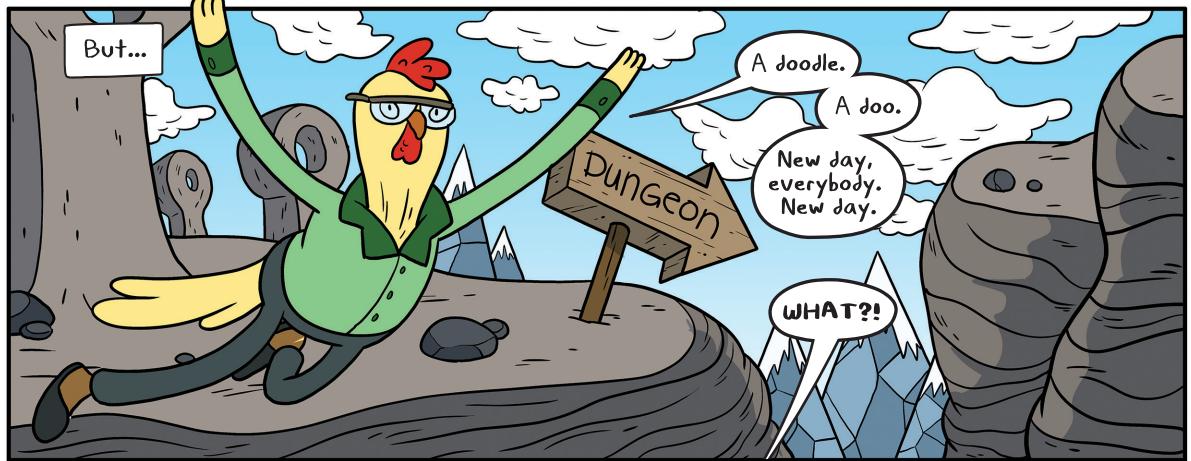


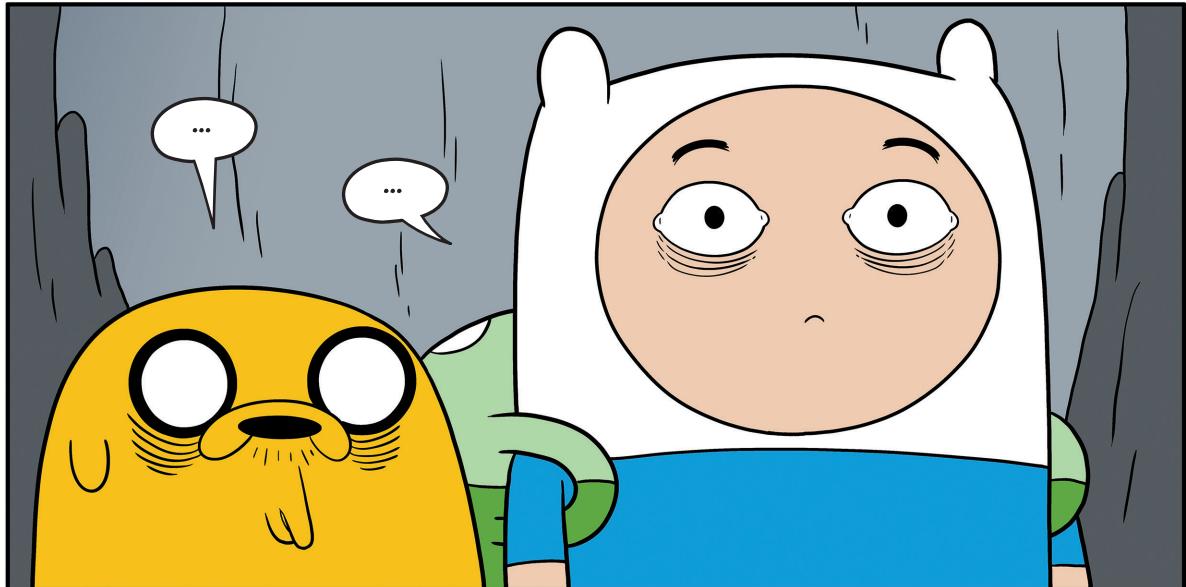


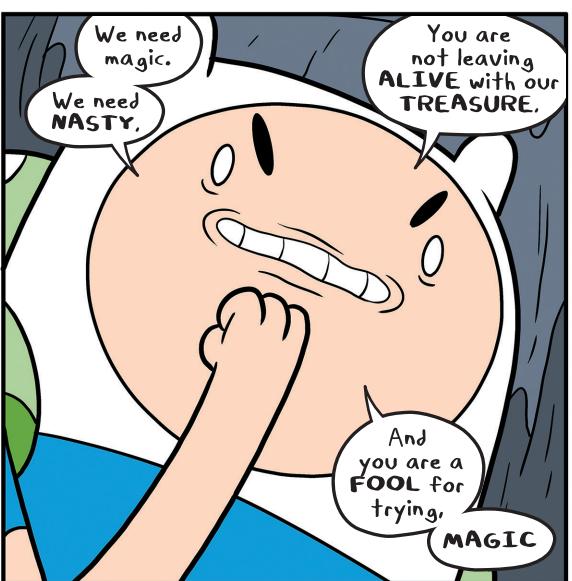
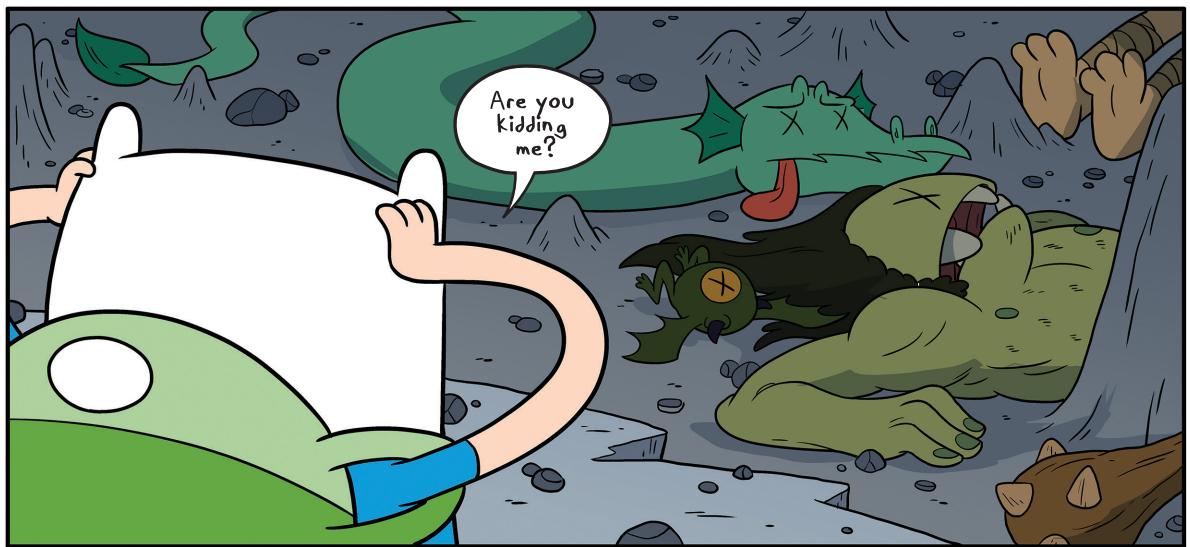


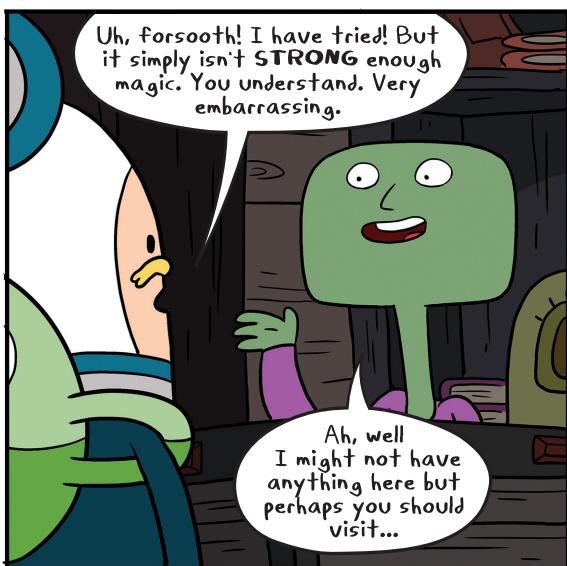
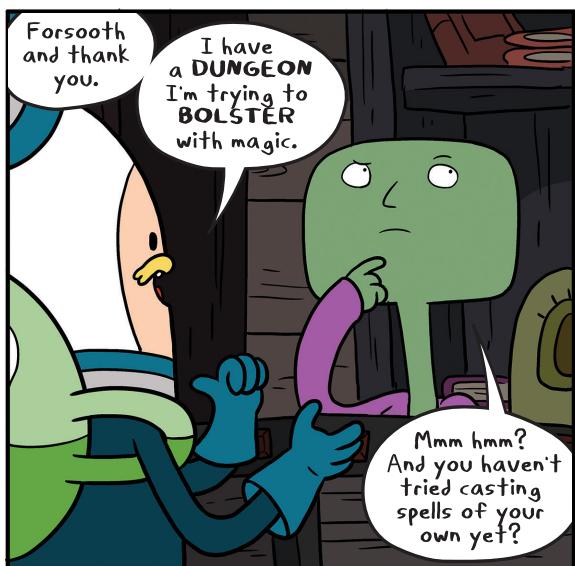


















...an OLD, very
DANGEROUS
magic.

The



The vision is
tied to the very
place where it
will happen.

We will
lose Finn.

I can
keep trying
to find a way
to prevent
it...

No.

It has to
happen.

Let
Finn build his
dungeon. Let
him touch the
magic.

And
hopefully
we don't lose
Ooo along
with him.



TO BE CONTINUED...