

# FIGMENT 2

Times change. Dreamfinder and Figment found that out the hard way when they traveled from 1910 London to 21st-century Florida. Unsure of himself in this strange new world, Dreamfinder's imagination demonstration at the modern-day Academy Scientifica-Lucidus, arranged by his professor friend Fye even at the protest of the school's Chairman Auckley, went so poorly that his self-doubt fueled a nightmarish creature that took over his mind to create the Doubtfinder.

The Doubtfinder turned the creative people at the Academy into mindless slaves. Unaffected, Figment fled the Academy in search of help, which he found in Capricious Harmony, the great-great-great-grandniece of Dreamfinder. They returned to confront the Doubt, and with the Mesmonic Converter Helmet in hand, Capri summoned a figment of her own imagination - Spark - before opening a portal into Doubtfinder's shadowy mindscape.

The trio of dream adventurers encountered numerous challenges, but were able to break Dreamfinder free of his doubt and return to the real world...only to find the Doubt no longer needed Dreamfinder's body and had taken on a monstrous form of its own!



Dreamfinder



Figment



Chairman Auckley



Fye



Doubtfinder



Capri



Spark

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"Mom--right off the bat let me say this--*don't freak out.*"

"This isn't one of those 'I'm unhappy' letters or an 'I'm running away' kinda thing."



"Last night something incredible happened. *Figment* came to visit me!"

"I know you're thinking '*Figment* who?'"

"*Figment the dragon*, Great-Great-Great-Grand-Uncle Blair's companion from the Academy way back when! He's real and I met him and he's awesome."



"The *Academy Scientifica-Lucidus* is in danger and *Figment* needed my help. We're headed there to stop a bad guy who took over the school and hurt *G-G-G-Gruncle Blair*."

"Oh yeah, Blair is alive because he and *Figment* traveled through time. Cool, right?"



"Anyway, you told me to help people whenever I can so that's what I'm doing."

"As soon as *Figment* and I are done saving the school I'll give you a call, K? K."



"I know it sounds crazy, but it's going to be OK. We're expert inventors. We can handle *anything*."

"Love, the one and only,"

"CAPRI!"

CAPRI!





# The Legacy of Imagination

## Part Five: Big Dreams

**JIM ZUB** writer  
**RAMON BACHS** artist  
**JEAN-FRANCOIS BEAULIEU** colorist  
**VC's JOE CARAMAGNA** letterer



**JOHN TYLER CHRISTOPHER**  
cover & action figure variant

**ANDY DIGENOVA, TOM MORRIS & JOSH SHIPLEY**  
Walt Disney Imagineers

**EMILY SHAW** consulting editor  
**MARK BASSO** editor

**AXEL ALONSO** editor in chief  
**JOE QUESADA** chief creative officer  
**DAN BUCKLEY** publisher

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The power of doubt is **UNSTOPPABLE!**

Evasive maneuvers, everyone!

**THOOM!**

Okay, here's the plan...

I'll get the **Mesmonic Converter** charged up and--

N'uhhhh

**HEY!**

That's my dream-converting helmet, not yours!

That's right, my doubtlings, the fear **CONTROLS** you!

If it's a **toy**, then I think it's time for a game...

...we'll play "Keep-Away!"

**grab!**

Bring me his **FEEBLE TOY!**

N'guh?