

FIGMENT 2

Dreamfinder and Figment traveled through a portal from their own time and place in 1910 London to 21st-century Florida. There, they discovered their school, the Academy Scientifica-Lucidus had reopened, and that in the intervening years their legacy had grown to epic proportions. **Chairman Auckley**, head of the school, doubted the duo's authenticity but was convinced by **Professor Fye**, a friend of the adventurers, to allow Dreamfinder to demonstrate his dream-powered Mesmonic Converter to the Academy.

Unsure of himself in this strange new world, Dreamfinder's demo went poorly and his self-doubt fueled a nightmarish creature that took over his mind to create the **Doubtfinder**. He turned the creative people at the Academy into mindless slaves.

Unaffected, Figment fled the Academy in search of help, which he found in the bright, young **Capricious Harmony**. Capri, the great-great-great-grandniece of Dreamfinder, leapt at the chance to help her idols and returned with Figment to the Academy to confront Doubtfinder. With the Converter Helmet in hand, Capri summoned a figment of her own imagination – **Spark** – before opening a portal into Doubtfinder's shadowy mindscape in an effort to free Dreamfinder's creativity!



~~DOUBT~~
~~Dreamfinder~~



Figment



Chairman Auckley



Fye



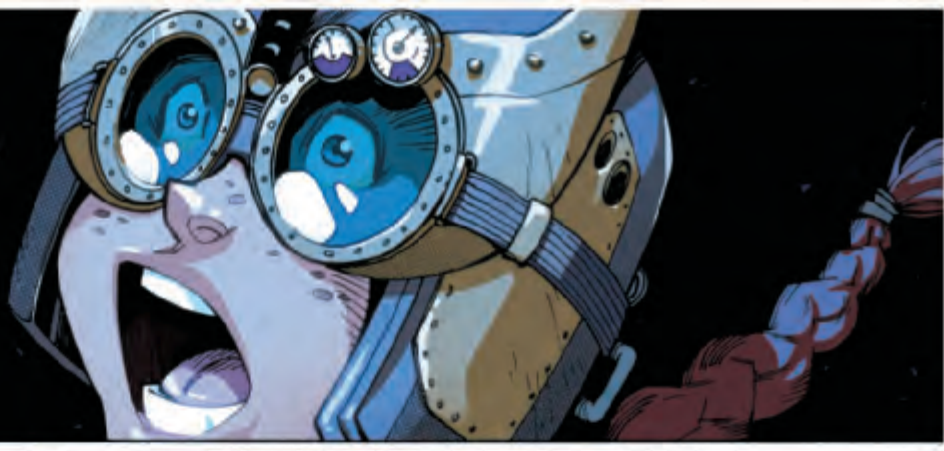
Capri



Spark

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This is what I always wanted.



A life of exciting adventure...



...with trusted friends along for the ride.



Dreams really do come true...



The Legacy of Imagination

Part Four: The Woe Within

JIM ZUB writer

RAMON BACHS artist

JEAN-FRANCOIS BEAULIEU colorist

VC's JOE CARAMAGNA letterer

...but not
always how
you expect.

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

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

EMILY SHAW consulting editor
MARK BASSO editor

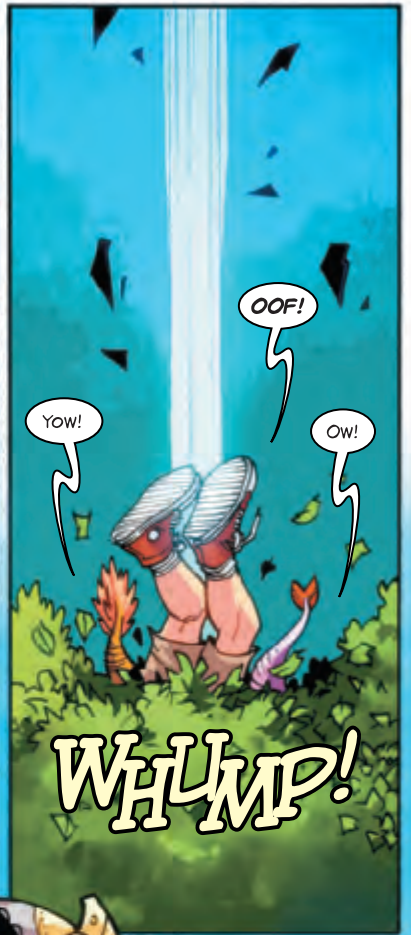
AXEL ALONSO editor in chief
JOE QUESADA chief creative officer
DAN BUCKLEY publisher

Special Thanks to
DAVID GABRIEL & BRIAN CROSBY

I met the legendary *Figment* and he recruited me to help save his friend, my great-great-great-granduncle, the *Dreamfinder!*

The power of *Doubt* took over *Dreamfinder* and the only way I could think of to solve the problem was to attack its source.

So here we are, falling through a dimension of doubt inside the imagination of the man who inspired me to become an *inventor*.





This house seems a bit familiar, but I can't quite place it...



Is...is someone there?



It's Blair!
This is where he grew up!

Oh, wow...
he's even younger than me!

Bibbidi-boo, how do you do?



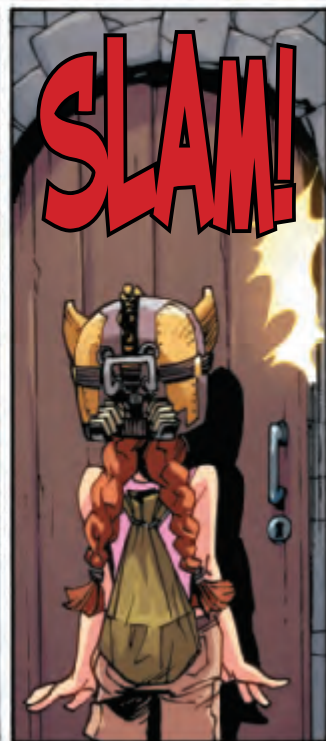
All of you...go away.
This is my sad place.

You're not supposed to be here.



No, please!

You're being controlled by--



SLAM!