

## The Adventure Time Encyclopaedia Inhabitants Lore Spells And Ancient Crypt Warnings Of The Land Of Ooo Circa 19 56 B G E 501 A G E

It's double trouble throughout all of Ooo! When Finn and Jake discover an Adventure-themed Theme Park, our favorite adventurers get more than they bargained for when visiting the Wish Witch. Now stuck with an ever-growing amount of doubles, Finn and Jake set off to reverse the spell before the doubles overrun the Candy Kingdom. Collects issues #70-73

Featuring 20 exclusive, removable Adventure Time posters to delight and bewilder, this book collects a madcap array of lovingly crafted artwork by world-class artists and designers such as Olly Moss and Tony Millionaire. Cover your walls with colorful visions from the land of Ooo. Pore over gorgeous, high-quality prints featuring all your favorite characters, including Finn the Human, Jake the Dog, Ice King, Marceline the Vampire Queen, LSP, and Princess Bubblegum! Fans--both young and young at heart--will find plenty to totally crush on in this tome of Adventure Time goodness. Perfect for framing, these large-format, crease-free posters are so rhombus, you'll want to build more walls in your home or office to display them all!

It's a very special day in the Land of Ooo: Fionna the Human's birthday! To surprise her, Prince Gumball and Marshall Lee have Cake distract Fionna with an adventure as they prepare the biggest surprise party in history. But when Prince Gumball's experimental serum turns Fionna's birthday cake into a monster, everyone must work together to save the Candy Kingdom...and maybe a friendship, too! Join writer Kate Sheridan (Fallow Time) and artist Vivian Ng (Nickelodeon The Legend of Korra - Turf Wars) on a brand-new adventure in the incredible world of Cartoon Network's Adventure Time.

Marceline and Simon set off on their quest to make amends for Simon's actions as the Ice King and find themselves at their first stop...the Nightosphere! But as Marceline knows too well, relying on Hunson Abadeer always comes with a catch. Written by Olivia Olson, the voice of Marceline!

The all-ages hit of the year is back with a new volume collecting even more algebraic adventures! What happens when Jake the dog and Finn the human get a hold of Princess Bubblegum's time machine and travel into the future? Can you say ROBOT FINN & JAKE? Find out more in this exciting volume! Collecting issues 5-9 of the smash hit ADVENTURE TIME comics series by Ryan North, Shelli Paroline and Braden Lamb!

It's Adventure Time with Finn and you! Embark on the most mathematical journey imaginable by diving into tales all about your favorite human in the Land of Ooo. From playing retro board games to facing down foes, Adventure Time: Finn collects all the stories that make the Eisner Award-winning series perfect for fans of all ages. Join an all-star cast of creators including Paul Pope (Batman: Year 100), Luke Pearson (Hilda), Noelle Stevenson (Nimona), and more in this timeless collection of Finn's greatest Adventure Time stories.

What time is it? Time to Overflow your imagination creating your own ADVENTURE !!! \* Replica of the cover book \* Use it as a JOURNAL / NOTEBOOK / DIARY / ... \* PERFECT Birthday / Christmas / Halloween / school ... GIFT !!! \* Any fan of the tv series will love this book. Guaranteed!

Explore the magical world of Ooo with Jake the dog and Finn the human, along with the Ice King, Princess Bubblegum, Marceline the Vampire Queen, and all your favourite Adventure Time characters.

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Come on, grab your friends! Join best pals Jake the Dog, Finn the Human, Princess Bubblegum and Marceline the Vampire Queen in the Land of Ooo as they face their greatest adventure yet... comic books! Princess Bubblegum has finished her most important invention EVER... A TOTALLY FOR-REAL TIME MACHINE! But when Finn and Jake get their hands on it, the chaos that ensues could only screw up Ooo's timeline... permanently! Don't miss these brand new adventures written by acclaimed cartoonist Ryan North (Dinosaur Comics) and drawn by the hottest team in all-ages comics, Shelli Paroline and Braden Lamb (Ice Age), with indie comics sensation Mike Holmes (True Story)!

A truly spine-tingling story, told in Edgar Allan Poe's unmistakable atmospheric style. The Fall of the House of Usher describes the final hours of a family tormented by tragedy and the legacy of the past. A nameless narrator is summoned to the home of his childhood friend, Roderick Usher, who is plagued with crippling anxiety and believes his house is sentient. When his sister Madeline--prone to death-like trances--eventually dies, Roderick asks the narrator to help entomb her in the family vault. Edgar Allan Poe was a master of short fiction, and this is frequently cited as the crown jewel of his prose writing.

Written and compiled by the Lord of Evil himself, The Adventure Time Encyclopaedia matches the playful, subversive tone of the cartoon series, detailing everything anyone will ever need to know about the postapocalyptic land of Ooo and its inhabitants-- secret lore and spells, fun places you should visit and places where you will probably die, whom to marry and whom not to marry, how to make friends and how to destroy your enemies-- plus hand-written marginalia by Finn, Jake, and Marceline. An indispensable companion to the show, this side-splittingly funny love letter to Adventure Time is sure to appeal to fans of all ages.

Marceline, Simon, Finn, and Jake are on a quest through the multiverse to free Betty from Golb's control and resolve Simon's greatest guilt. They'll have to fight through lots of obstacles—including some aliens—before they eventually find Betty.

What time is it? Adventure Time™! Explore the magical world of Ooo with Jake the Dog and Finn the Human, along with the Ice King, Princess Bubblegum, Marceline the Vampire Queen, and all your favorite Adventure Time characters, in this New York Times bestselling companion book to Cartoon Network's hit animated series. Written and compiled by the Lord of Evil himself, The Adventure Time Encyclopaedia matches the playful, subversive tone of the television series, detailing everything anyone will ever need to know about the postapocalyptic land of Ooo and its inhabitants—secret lore and spells, fun places you should visit and places where you will probably die, whom to marry and whom not to marry, how to make friends and destroy your enemies—plus hand-written marginalia by Finn, Jake, and Marceline. An indispensable guide to the show fans love to watch, this side-splittingly funny love letter to Adventure Time is sure to appeal to readers of all ages. Heck yeah! From the Back Cover: Written by the Lord of Evil Himself, Hunson Abadeer

(a.k.a. Marceline the Vampire Queen's dad), to instruct and confound the demonic citizenry of the Nightosphere, *The Adventure Time Encyclopaedia* is perhaps the most dangerous book in history. Although seemingly a guidebook to the Land of Ooo and its postapocalyptic inhabitants, it is in fact an amusing nightmare of literary pitfalls, bombastic brain-boggles, and ancient texts designed to drive the reader mad. Complete with secret lore and wizard spells, fun places you should visit and places where you will probably die, advice on whom to marry and whom not to marry, and how to make friends and destroy your enemies, this volume includes hand-written marginalia by Finn, Jake, and Marceline. Arguably the greatest encyclopaedia ever written since the beginning of the cosmos, it is also an indispensable companion to humans and demons who know what time it is: *Adventure Time!* Praise for *The Adventure Time Encyclopaedia*: "Even if you're an adult *Adventure Time* fan, the book will make you feel like you're 10 again." —USA Today's Daily Candy blog "The brand-new *Adventure Time Encyclopaedia* will tell viewers everything they need to know about the post-apocalyptic magical land and its inhabitants." —Entertainment Weekly's Family Room blog "The . . . *Encyclopaedia* will appeal to *Adventure Time* fans who want to delve deeper into the show's mysterious back story and bizarre details." —The Los Angeles Times' Hero Complex blog

*A Wrinkle in Time* is the winner of the 1963 Newbery Medal. It was a dark and stormy night—Meg Murry, her small brother Charles Wallace, and her mother had come down to the kitchen for a midnight snack when they were upset by the arrival of a most disturbing stranger. "Wild nights are my glory," the unearthly stranger told them. "I just got caught in a downdraft and blown off course. Let me sit down for a moment, and then I'll be on my way. Speaking of ways, by the way, there is such a thing as a tesseract." A tesseract (in case the reader doesn't know) is a wrinkle in time. To tell more would rob the reader of the enjoyment of Miss L'Engle's unusual book. *A Wrinkle in Time*, winner of the Newbery Medal in 1963, is the story of the adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe (athlete, student, and one of the most popular boys in high school). They are in search of Meg's father, a scientist who disappeared while engaged in secret work for the government on the tesseract problem.

Help create Finn and Jake's next epic adventure! This step-by-step drawing guide will help you master the art of Jake's bendy legs, Princess Bubblegum's perfect hair, the Ice King's dangerously-pointy nose, and more! Learn to draw your favorite characters from the hit show *Adventure Time*, and get ready to send them on new wild adventures from your own imagination.

*Adventure Time and Philosophy* is a monster-beating, wild ride of philosophical mayhem. The authors have come together to understand and explore one of the deepest and most thoughtful television shows ever to assault human brain waves. Where *Adventure Time* shows us what the world could be like, this book screws open our cranial lids, mucks about in the mess that is our heads, and attempts to come to some answers about the nature of reality. *Adventure Time* challenges everything we know about life, meaning, heroism, and even burritos. And it's time to give the show some serious thought. *Adventure Time and Philosophy* is a chance to put down your broadsword, put your exhausted monster-slaying feet up, and try to figure out why you spend your time rescuing people in distress and fighting for justice. What is justice anyway? If you don't happen to have your pocket edition of the *Enchiridion* on hand, and Billy the Hero \*wicked guitar solo\* hasn't been returning your calls, pick up *Adventure Time and Philosophy* and learn what it means to be a real hero! The authors of the chapters will prove that *Adventure Time* is much more than a cartoon, it's a way of life. . . . It's also the future!—a post-apocalyptic future 10,000 years after the Great Mushroom War, actually. Who better to have as companions than Finn and Jake when taking on Plato, Nietzsche, and Baudrillard or encountering the Slime Princess, the Ice King, and Marceline the Vampire Queen. In a review of the show in *Entertainment Weekly*, Darren Franich characterized *Adventure Time* as a "hybrid sci-fi/fantasy/horror/musical/fairy tale, with echoes of Calvin and Hobbes, Hayao Miyazaki, *Final Fantasy*, Richard Linklater, *Where the Wild Things Are*, and the music video you made with your high school garage band." This book is filled with chapters written by a colorful cast of characters who enlighten us about the profound and life-affirming spiritual subtext and dark comedic elements of an awesomely fantastic show.

Written by the Lord of Evil Himself, Hunson Abadeer (a.k.a. Marceline the Vampire Queen's dad), to instruct and confound the domonic citizenry of the Nightosphere, *THE ADVENTURE TIME ENCYCLOPAEDIA* is perhaps the most dangerous book in history. Although seemingly a guidebook to the Land of Ooo and its postapocalyptic inhabitants, it is in fact an amusing nightmare of literay pitfulls, bombastic brain-boggles and ancient texts designed to drive the reader mad. A behind-the-scenes tour of the post-apocalyptic land of Ooo presents concept art and storyboards that trace creator Pendleton Ward's early influences while chronicling the processes of the show's writers, actors, and animators. Follows the adventures of Paul Atreides, the son of a betrayed duke given up for dead on a treacherous desert planet and adopted by its fierce, nomadic people, who help him unravel his most unexpected destiny.

A writer travels to a fishing village to complete her book and becomes close friends with many residents including her popular housemate, Mrs. Almira Todd. Throughout her stay, the writer is inundated with personal stories from her colorful neighbors. In *The Country of the Pointed Firs*, a Boston native travels to a small Maine town called Dunnet Landing. She finds room and board with an older woman named Almira Todd, a widow and local herbalist. During her stay, the visitor develops a close friendship with Mrs. Todd. She also lends an ear to the many residents she encounters throughout the village. This book is full of personal anecdotes ranging from the exciting to the mundane. It's a series of powerful sketches connected by a compelling voice and overarching narrative. Similar to Jewett's other works, *The Country of the Pointed Firs* delivers a slice of New England life. The story is set in a fictional town, but populated by relatable yet unforgettable characters. With an eye-catching new cover, and professionally typeset manuscript, this edition of *The Country of the Pointed Firs* is both modern and readable.

When penniless businessman Mr Bedford retreats to the Kent coast to write a play, he meets by chance the brilliant Dr Cavor, an absent-minded scientist on the brink of developing a material that blocks gravity. Cavor soon succeeds in his experiments, only to tell a stunned Bedford the invention makes possible one of the oldest dreams of humanity: a journey to the moon. With Bedford motivated by money, and Cavor by the desire for knowledge, the two embark on the expedition. But neither are prepared for what

they find - a world of freezing nights, boiling days and sinister alien life, on which they may be trapped forever.

"CN, Cartoon Network, Frederator"--Copyright page.

A wickedly clever satire uses comic inversions to offer telling insights into the nature of man and society. Nominated as one of America's best-loved novels by PBS's The Great American Read Gulliver's Travels describes the four voyages of Lemuel Gulliver, a ship's surgeon. In Lilliput he discovers a world in miniature; towering over the people and their city, he is able to view their society from the viewpoint of a god. However, in Brobdingnag, a land of giants, tiny Gulliver himself comes under observation, exhibited as a curiosity at markets and fairs. In Laputa, a flying island, he encounters a society of speculators and projectors who have lost all grip on everyday reality; while they plan and calculate, their country lies in ruins. Gulliver's final voyage takes him to the land of the Houyhnhnms, gentle horses whom he quickly comes to admire - in contrast to the Yahoos, filthy bestial creatures who bear a disturbing resemblance to humans. This text, based on the first edition of 1726, reproduces all the original illustrations and includes an introduction by Robert Demaria, Jr, which discusses the ways Gulliver's Travels has been interpreted since its first publication. Jonathan Swift (1667-1745) was born in Dublin. For more than seventy years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,700 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

Grab your friends and get cooking in the land of Ooo with Adventure Time: The Official Cookbook, featuring recipes from all your favorite characters and kingdoms. In the Founders' Island Library, Finn discovered the remains of an old cookbook filled with dishes such as "lasagna" and "boiled eggs." And he was pretty sure that the cookbook had belonged to his mom at some point. Weird. But a lot of the pages had been lost to the cruel sands of time. So Finn took it upon himself to fill up the book with as many crazy delicious food ideas as he could. And since that only filled around six pages, he recruited Jake, Marceline, Princess Bubblegum, and the other citizens of Ooo to help complete the cookbook. There was pouring! There was mixing! There was a pasta-related Wizard Battle! Are you ready to feast your eyes and prepare your stomach for the most awesome, most delicious meals this side of the Candy Kingdom? Grab your friends and start cooking, Ooo-style, with Adventure Time: The Official Cookbook.

??? Overflow your imagination creating your own ADVENTURE !!! ??? Replica of the front / back cover book Use it as a JOURNAL / NOTEBOOK / DIARY / or whatever ;) PERFECT Christmas / birthday / Halloween / school / GIFT !!! Any fan of the tv series will love this book. Guaranteed! 120 empty old-fashioned pages effect (not more boring lined pages) Cream paper (for a cool VINTAGE look) Huge size: 8 x 10 Inches !!! Glossy cover finish

Get an inside look at the land of Ooo as told from the perspective of Fionna and Cake, the fan-favorite, gender-swapped versions Finn and Jake. Do you dream of going on an adventure but find yourself standing in your living room in a suit of armor with no idea what to do next? Unsure of which fighting moves to use against the hordes of bad guys attacking your town? Did you purchase the Smock of Invisibility but suspect that it's actually a regular smock and everyone is just ignoring you? If so, thank globness you've picked up this handy adventure manual, written by professional adventurers Fionna the Human and Cake the Cat. Fionna and Cake are experts at the art of the quest. In this one-of-a-kind handbook, they cover everything from sword collections and dangerous flora and fauna to exotic locations like the Cemetery for the Fallen Awesome and the Grasslands bazaar. The pages are packed with rare and curious artifacts that Fionna and Cake have collected on their travels, such as a "Congratulations! You've Chosen Your Partner for Battle" greeting card and an embarrassing baby photo of Marshall Lee. Whether you're an experienced traveler looking to brush up on the latest adventuring techniques or a newcomer starting out with only a rucksack and a wooden sword, How to Warrior by Fionna and Cake has something for you! Rare and exclusive artifacts include: -Exclusive Card Wars card -Card Wars comic booklet -"Congratulations on Making a Clone" greeting card -"I Saw Your Ex Yesterday" sympathy card -Receipt from the Sophisticated Gnashing Maw Boutique -Prince Gumball's Candy Citizen Creator [Cartoon Network block logo] [Federator logo] TM & © Cartoon Network. (s16)

Read the #1 New York Times best-selling series before it continues in A Map of Days. Bonus features • Q&A with author Ransom Riggs • Eight pages of color stills from the film • Sneak preview of Hollow City, the next novel in the series A mysterious island. An abandoned orphanage. A strange collection of very curious photographs. It all waits to be discovered in Miss Peregrine's Home for Peculiar Children, an unforgettable novel that mixes fiction and photography in a thrilling reading experience. As our story opens, a horrific family tragedy sets sixteen-year-old Jacob journeying to a remote island off the coast of Wales, where he discovers the crumbling ruins of Miss Peregrine's Home for Peculiar Children. As Jacob explores its abandoned bedrooms and hallways, it becomes clear that the children were more than just peculiar. They may have been dangerous. They may have been quarantined on a deserted island for good reason. And somehow—impossible though it seems—they may still be alive. A spine-tingling fantasy illustrated with haunting vintage photography, Miss Peregrine's Home for Peculiar Children will delight adults, teens, and anyone who relishes an adventure in the shadows. "A tense, moving, and wondrously strange first novel. The photographs and text work together brilliantly to create an unforgettable story."—John Green, New York Times best-selling author of The Fault in Our Stars "With its X-Men: First Class-meets-time-travel story line, David Lynchian imagery, and rich, eerie detail, it's no wonder Miss Peregrine's Home for Peculiar Children has been snapped up by Twentieth Century Fox. B+—Entertainment Weekly "Peculiar' doesn't even begin to cover it. Riggs' chilling, wondrous novel is already headed to the movies."—People "You'll love it if you want a good thriller for the summer. It's a mystery, and you'll race to solve it before Jacob figures it out for himself."—Seventeen

With Jake the dog and Finn the human, the crafts will never end! Learn how to stitch, paint, sculpt, and crochet more than 23 projects featuring your favorite Adventure Time™ characters. You'll find designs by fans just like you for plush toys, chic jewelry, crafty home decor, and stylish fashions straight from the Candy Kingdom: \* Reversible Jake/Cake Plush \* Marceline's Axe \* Bubblegum's Like-Like Sweater \* Peppermint Butler Pillow \* Oh My Glob, Nail Art! \* Fionna and Finn Hats \* BMO's 8-Bit Fuse Bead Coasters And so much more! What the lump are you waiting for? It's time to D.I.Y.!

It takes a graveyard to raise a child. Nobody Owens, known as Bod, is a normal boy. He would be completely normal if he didn't live in a graveyard, being raised by ghosts, with a guardian who belongs to neither the world of the living nor the dead. There are adventures in the graveyard for a boy—an ancient Indigo Man, a gateway to the abandoned city of ghouls, the strange and terrible Sler. But if Bod leaves the graveyard, he will be in danger from the man Jack—who has already killed Bod's family.

## Read Free The Adventure Time Encyclopaedia Inhabitants Lore Spells And Ancient Crypt Warnings Of The Land Of Ooo Circa 19 56 B G E 501 A G E

The Adventure Time Encyclopaedia (Encyclopedia) Inhabitants, Lore, Spells, and Ancient Crypt Warnings of the Land of Ooo Circa 19.56 B.G.E. - 501 A.G.E. Abrams

The People that Time Forgot Edgar Rice Burroughs - Bowen Tyler is still missing after being marooned on the Antarctic island of Caprona. Tom Billings plans a group expedition to find Bowen and his remaining crew. When his plane is attacked by a gang of creatures, he crashes into an unspecified area. He encounters several inhabitants, both friend and foe, while seeking guidance on his journey. With the remaining team en route, Tom must fend for himself in this fantastical world of mystical beasts. The People That Time Forgot is part of the Caspak trilogy, which centers the occupants of Caprona island. It's a prehistoric fantasy with elements of romance and adventure. The story is driven by the unwavering commitment of one man and his need to uncover the truth. With an eye-catching new cover, and professionally typeset manuscript, this edition of The People That Time Forgot is both modern and readable.

Join Princess Bubblegum, Marceline, and LSP as they take on Finn, Jake, and BMO in a hot air balloon race around the land as they try to see who can gather up the three pieces of gold that will get them their ultimate prize. Collects issues #66-69.

The globe-trotting misadventures of American Candide and his wingnut tutor, Dr. Pangloss, his totally hot BBW Cunegonde plus sundry suicide bombers, illuminati global warmers, insurance cults, sex-crazed illegal aliens and even the Senate Sub-Committee on Homeland Furnishings provides sufficient belly laughs to make exile, destitution, rape, murder and torture into something that happens to other, mostly foreign people, thank God. From the jungle slums of darkest Africa to the lily-white McMansions of American suburbia, the human condition wreaks havoc upon Candide and his friends as they search for an American Dream being held against its will in an undisclosed location. College-boy sissies will call it a Juvenalian satire upon America's penchant for mindless optimism and casual racism but Candide says it's really 'rage against the rage, Voltaire-dude!'

An original graphic novel starring Marceline the Vampire Queen!

When pirates infiltrate the Candy Kingdom and steal a precious treasure, Marceline and BMO set sail in pursuit to retrieve it and discover exactly what it takes to survive the furious oceans of Ooo.

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} It's Adventure Time! Join Finn the Human, Jake the Dog and Princess Bubblegum for all-new adventures through the Land of Ooo. The top-rated Cartoon Network show now has its own comic book. Don't miss the first collected volume of this critically acclaimed 'all-ages classic!' Evil and terrifying skeleton dude The Lich has broken free from his magical prison, and he wants to destroy... well... everything! He's sucking up all of Ooo, along with our heroes, Finn and Jake! Can they escape in time to set things right across the kingdoms once again? Don't miss these brand new adventures, written by acclaimed cartoonist Ryan North (Dinosaur Comics) and drawn by the dynamic team of Shelli Paroline and Braden Lamb (Ice Age), with indie comics dynamo Mike Holmes (True Story)! "Ryan North and artists Shelli Paroline and Braden Lamb have created a comic that is as great as the show." – Comics Bulletin

The Jungle is a 1906 novel written by the American journalist and novelist Upton Sinclair (1878–1968). Sinclair wrote the novel to portray the lives of immigrants in the United States in Chicago and similar industrialized cities. Many readers were most concerned with his exposure of health violations and unsanitary practices in the American meatpacking industry during the early 20th century, based on an investigation he did for a socialist newspaper. The book depicts working class poverty, the lack of social supports, harsh and unpleasant living and working conditions, and a hopelessness among many workers. These elements are contrasted with the deeply rooted corruption of people in power. A review by the writer Jack London called it, "the Uncle Tom's Cabin of wage slavery." Sinclair was considered a muckraker, or journalist who exposed corruption in government and business. He first published the novel in serial form in 1905 in the Socialist newspaper, Appeal to Reason, between February 25, 1905, and November 4, 1905. In 1904, Sinclair had spent seven weeks gathering information while working incognito in the meatpacking plants of the Chicago stockyards for the newspaper. It was published as a book on February 26, 1906 by Doubleday and in a subscribers' edition.

Adventure Time's adorably weird and wonderful post-apocalyptic world has captured the hearts of fans worldwide.

Featuring all the title cards from seasons 3 and 4 of the show, plus early sketches, creator commentary, and exclusive insights into the vast and varied inspirations behind the art, the second volume of Adventure Time: The Original Cartoon Title Cards is an absolute must-have for every fan.

To save Simon, Marceline, Finn, Jake, and Princess Bubblegum will have to go to lengths none of them thought were possible.

A humorous look at particular aspects of the modern world set in encyclopedia format, from accordions to zippers, written in the perspective of Satan to his demon followers as a primer on Earth in preparation for invasion.

In this ultimate guide to the lives Finn the Human and Jake the Dog, Adventure Time's most epic duo provides all the instructions needed to rescue princesses, explore deadly dungeons, and save the world from unspeakable evil. When grass ogres, Nightosphere demons, and hooligans threaten the helpless citizens of Ooo, Finn the Human and Jake the Dog are on the scene to defeat evil and school the world on the art of coming to the rescue. Now Ooo's most epic duo has written the ultimate guidebook to rescuing princesses, exploring deadly dungeons, and performing other generally heroic deeds. Passed back and forth between Finn and Jake during their adventures, this battle-scarred notebook also contains commentary from Princess Bubblegum, Marceline, BMO, and other inhabitants of the Land of Ooo. Chock full of removable items such as an ultimate Wizard Battle poster, BMO's Wheel of Heroic Deeds, and other carefully preserved artifacts, Hero Time by Finn and Jake is the last word on saving the world from unspeakable evil. TM & © Cartoon Network (s15)

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