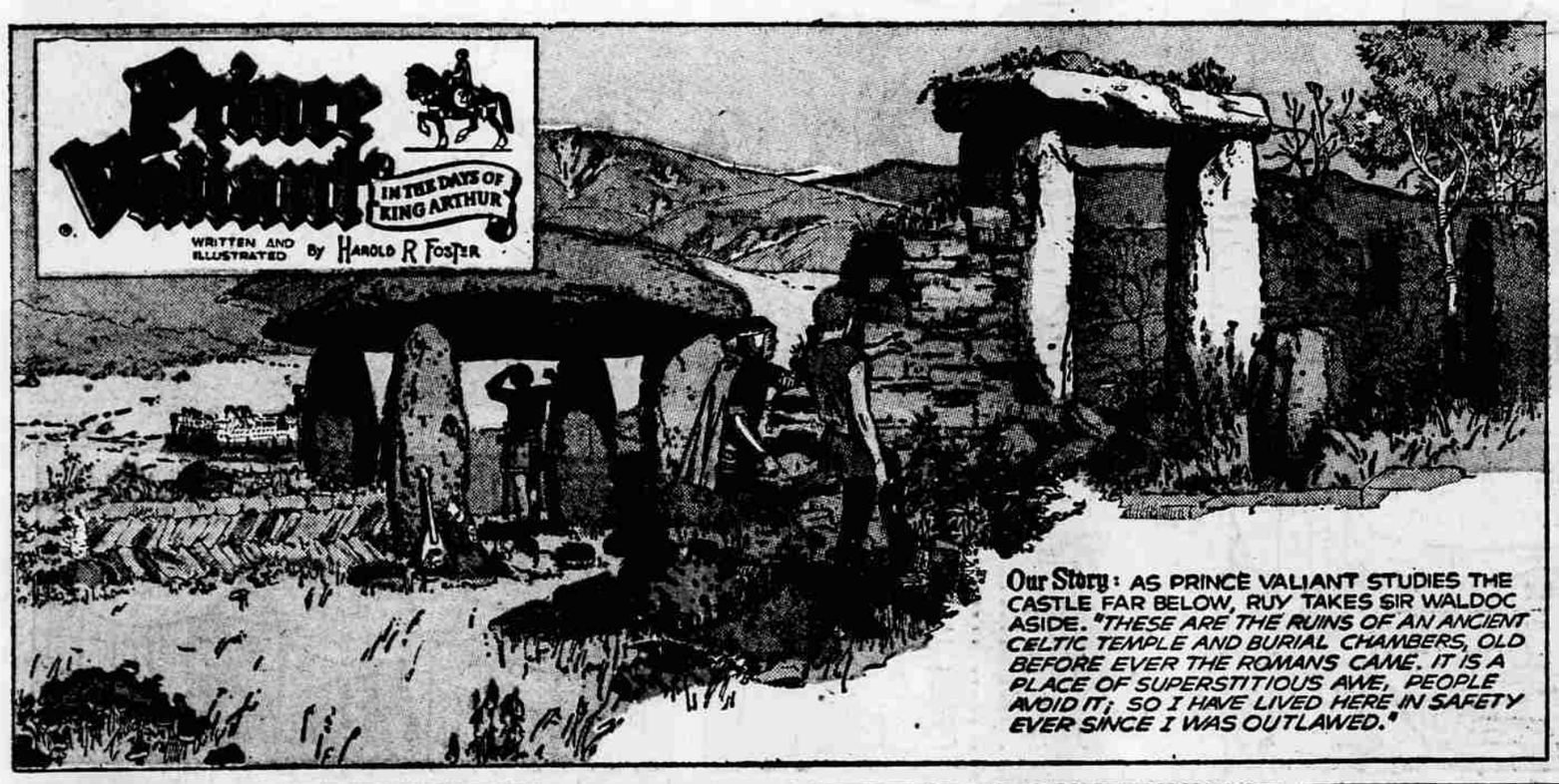
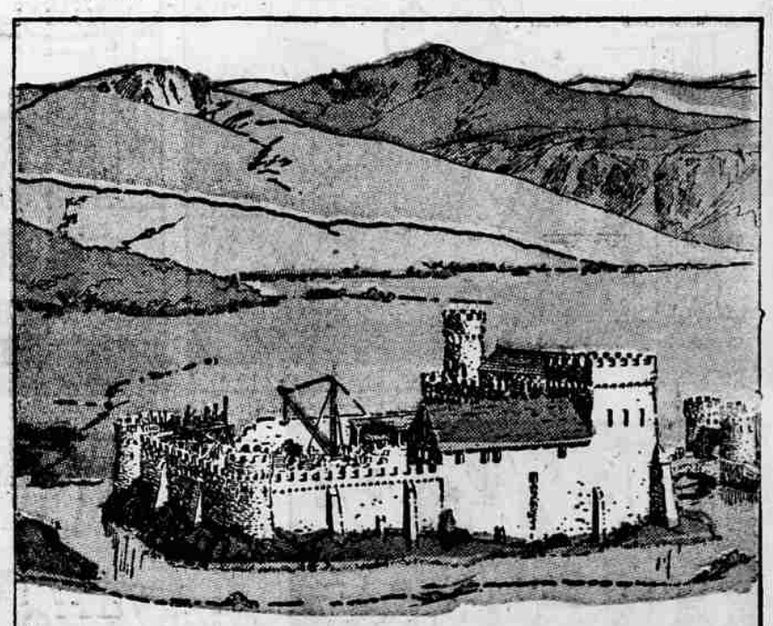
LI'L ABNER

The Child Who Knew Walt Kelly – by **AL CAPP**



Our Story: AS PRINCE VALIANT STUDIES THE CASTLE FAR BELOW, RUY TAKES SIR WALDOC ASIDE. *"THESE ARE THE RUINS OF AN ANCIENT CELTIC TEMPLE AND BURIAL CHAMBERS, OLD BEFORE EVER THE ROMANS CAME. IT IS A PLACE OF SUPERSTITIOUS AWE, PEOPLE AVOID IT; SO I HAVE LIVED HERE IN SAFETY EVER SINCE I WAS OUTLAWED."*



TO VAL'S PRACTICED EYE OSWICK CASTLE LOOKS STRONG, AND OFFERS NO WAY TO ENTER EXCEPT AT THE DRAWBRIDGE EVEN AS HE WATCHES, MASONS ARE BUILDING A STRONG NEW TOWER.

RUY HAS DONE WELL SINCE BEING OUTLAWED. FROM A COOL CRYPT HE TAKES A SADDLE OF VENISON AND A JUG OF ALE. THEY WILL BE COMFORTABLE IN THIS MISCHANCY PLACE.

IN THE DARK OF NIGHT VAL AWAKENS. SOMEONE IS CALLING HIM, THOUGH HE HEARS NO VOICE!

THE FITFUL STARLIGHT REVEALS A SINISTER FIGURE HUDDLED IN A BLACK CLOAK. *"WHO ARE YOU?"* FALTERS VAL.

"MERLIN!" HE EXCLAIMS, AS A HAGGARD, CAREWORN FACE IS REVEALED. *"WHAT HAS HAPPENED TO YOU AND WHAT ARE YOU DOING HERE?"*

NEXT WEEK- **The Return of Merlin.**