HEROICA™

THE QUEST TO FREE THE KING

LEGO GAMES
When the brave Barbarian returned from his adventures across the sea he found the once peaceful land of Heroica overrun with Monsters! Arriving at Drandora Port he was visited by a Wizard who told him how to rid the world of these monsters. They needed to collect magical Relics hidden all across the Kingdom of Ennon.

**DRAIDA**

Together they traversed a raging river to reach Draida Bay only to find that the Goblin General was waiting to ambush them! The Heroes barely escaped the attacking Goblins and when they defeated the General they found their first Relic, the Crystal of Deflection, and a map.

**WALDURK**

The Barbarian followed the map and met the Druid and the Ranger at their camp near Waldurk Forest. Together they fought their way past spiders, werewolves, and the Dark Druid to find the second relic, the Chalice of Life, in the ancient ruins. Suddenly the Dark Druid returned and our heroes were forced to flee!

**NATHUZ**

Next Barbarian reunited with the Wizard who had found the Thief at the Caverns of Nathuz. Inside the caverns they were attacked by swarms of bats, survived collapsing tunnels, stopped the Golem Lord from raising an army of Golems, and collected their third relic, the Scepter of Summoning!

**FORTAAN**

Lastly the Barbarian and Wizard moved on to meet the Druid and the Knight at Castle Fortaan. The real King had gone missing since the Goblin King had taken over the Castle! When the Heroes stormed the castle they survived wave after wave of Goblins, fighting their way past the Guards and overthrew the Goblin King. However, even though they find a fourth relic, the Helmet of Protection, they have yet to find the real King...

**ILRION...**
ARE YOU SURE YOU WON'T COME WITH US TO RESCUE THE KING?

YES, I'M SORRY.

MY PEOPLE ARE STILL NOT SAFE. THE GOBLINS HAVE OVERRUN THEIR CAMPS.

IT'S OK, YOU SHOULD GO AND FREE THEM.

THANK YOU.

WAIT! WHAT DO YOU MEAN YOU WON'T RESCUE MY DAD?!

WELL IF NOBODY IS GOING TO SAVE HIM...

THEN I'LL DO IT MYSELF!

Uh, hey now.

And it will be very dangerous!

We wouldn't want to see you get hurt.

I'm still going!!

Alright, let's search the map for clues...

Look! Those are the Ilrion Catacombs!

I have a feeling he's there!

And so the heroes set out to rescue the king...
...ARRIVING AT THE ILRION CATACOMBS VERY LATE AT NIGHT.

SURE IS DARK AND SPOOKY HERE...

ARGH!

BONK!

THANKS. HEY LOOK!

LOOKS LIKE SOME KIND OF COFFIN...

HM...

SCHREECH!!

POW!
Mystic!

NO!!

Hey look!!

You arrive at last...

Your quest ends here!!

...rotten vampire!

POOF!

POOF!

Hah-ha-ha-ha-ha-ha!

Mystic! No!!

...rotten vampire!

POOF!

WHAM!

Bah! You’re tougher than you look...

Hey look!!

You OK?

I’m so proud.

We rescued you.

Let’s get out of here!

Father!

Son!

Not so fast...

Let’s get out of here!

Quickly! Let’s keep moving.

You arrive at last.

Your quest ends here!!

Grrr...
...I won’t let you get away so easily!

Giant bat! AAAAAAHHHH!!!

We’re not afraid of you!

Then my friends and I will hit you some more!

Ouchies...

Eep! Wait... No!

It will take more than that to defeat me now!

Then my friends and I will hit you some more!

Ouchies...

Aw yeah! It’s a relic!
And with the king free we're all safe again.

The vampire was only carrying out the plan of his master. He bragged about it while I was captured.

Wait, listen! There are still terrible monsters out there!

Gasp!

He said "this is only the beginning you know..."

...my master has opened a gate into this world!

He said even now monsters are pouring out into our world!

The only way to stop him is to use the relics.

Then it's settled. We have no choice but to find all the relics and use them to free Heroica!

Yeah!
LEGO, the LEGO logo and HEROICA are trademarks of the LEGO Group. ©2012 The LEGO Group.