

CHILD OF LIGHT  
REGINALD THE GREAT



UBISOFT





# CHILD of LIGHT

## REGINALD THE GREAT

Story Jeffrey Yohalem  
Conception and illustrations Serge Meirinho  
Colors Serge Meirinho and Kim Parenteau  
Original Lemuria map by Vivian Rocray  
Additional assets Haejun Jhee


Based on the game created by Ubisoft Montréal  
Creative Director Patrick Plourde  
Executive Producer Caroline Martin  
Original Art Direction Thomas Rollus

Special thanks to all the Child Of Light Team



UBISOFT®






Past the thick, green forests and across the sugar snow hills of Lemuria, giants roam the Plains of Rambert.

These giants are called the Magna.





The Bolmus Populi, travelling merchants extraordinaire, live upon them. Day-in and day-out they pursue the thrill of buying and selling, the triumph of conquering new markets, the bold glory of putting pencil to paper.

All except one, that is, a petite populi named Reginald.

Reginald liked to go on adventures.





From sun-up to sun-down,  
he ran circles around his  
grandfather's house chasing  
the fearsome Kategida.



Fought valiantly to save his family from a raging storm.



And rescued schools  
of lost children from bandits.





From sun-up to sun-down,  
he ran circles around his  
grandfather's house chasing  
the fearsome Kategida.

Fought valiantly to save his family from a raging storm.

And rescued schools  
of lost children from bandits.



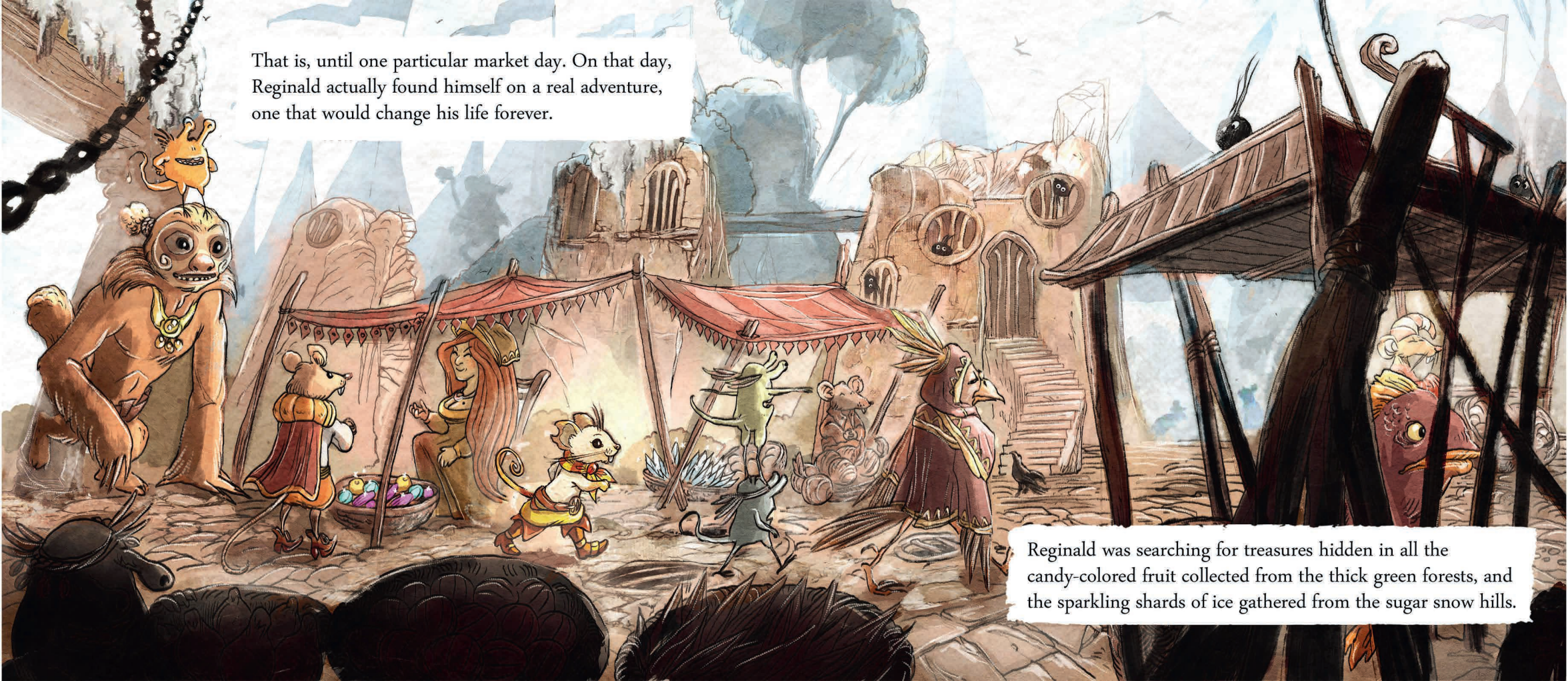
Although the life of a hero was always exciting, at night Reginald felt a strange feeling in the pit of his stomach. He was lonely.

The other Populi, focused on more serious matters, commodity prices always at the forefront, always threatening to bury the town in debt, looked at Reginald and shook their furry heads.

So Reginald remained alone.







That is, until one particular market day. On that day, Reginald actually found himself on a real adventure, one that would change his life forever.

Reginald was searching for treasures hidden in all the candy-colored fruit collected from the thick green forests, and the sparkling shards of ice gathered from the sugar snow hills.



And it was then that it happened.  
He heard a voice. The voice was very faint,  
but the cry was unmistakable. "Help!"

Here was what he had been waiting for,  
a real adventure. But where was the voice  
coming from? Reginald searched the street.

Finally, he discovered a grate.  
The voice was coming from underground.  
He grabbed a nearby fishing spear and  
dropped down into the caves below.






It was pitch black. He slashed blindly at thick, sticky spider webs. Old candles decorated the walls, he used a match from his pocket to light them.

Reginald climbed further into the cave. The faint light of the candles illuminated the shadow of his first real monster. Reginald prepared his spear. He raised a candle and advanced slowly.



“Stay back!” yelled the monster.  
Reginald dropped his candle.  
For the first time he was afraid.  
Shaking, he lit a match and held it high.



A hand holding a lit torch in a dark, cave-like setting. The torch is the primary source of light, casting a warm glow. In the background, a large, dark, furry creature with glowing yellow eyes is visible. The scene is dimly lit, with the torch's light illuminating the surrounding rock walls and the creature's face.

“Are you a monster?” asked the voice.


“No,” said Reginald bravely,  
“are you?”



"I'm Roberta."







Reginald lowered his spear. "If you aren't a monster, what are you doing in this cave?" he asked. "I was on an adventure," said Roberta.

"But I got stuck without food for days. I used my magic sword to make food but then the magic ran out. Roberta held up a small knife.





Reginald smiled. "Nice sword," he said. "Want to team up?"  
"Do I ever." Roberta said.



And so Reginald and Roberta joined forces.

On the way out they tricked an old witch,  
outran a fearsome storm...

...and leapt to safety right before a cave-in.






And so Reginald and Roberta joined forces.

On the way out they tricked an old witch,  
outran a fearsome storm...

...and leapt to safety right before a cave-in.








Back in the sunlight of the marketplace, the two caught their breath.  
“I wouldn’t have made it without you,” Reginald said.  
“Likewise,” said Roberta.

“Where are your parents?” asked Reginald.  
“I lost them,” said Roberta, “a long time ago. I’m kind of alone.”

Reginald thought about it for a second and smiled.





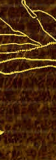
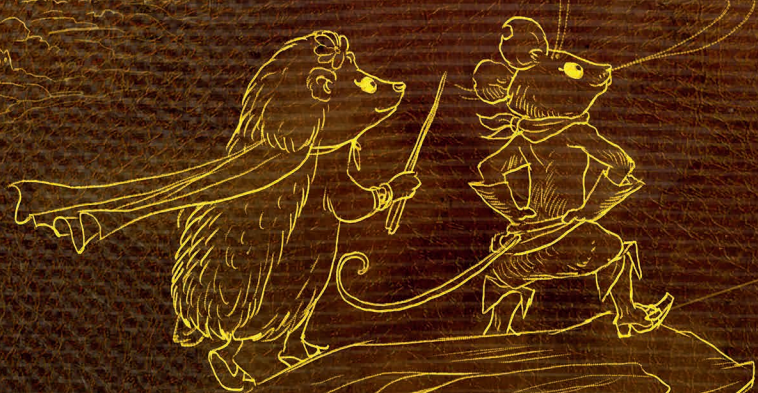
"You are just going to have to come home with me.  
After all, we have a witch to catch."

"Oh Reginald," said Roberta,  
"I would love to."



So that's how Roberta came to live with Reginald,  
and share a life full of adventures...

Adventures that would take them far beyond  
the town of the Populi and all across Lemuria.



UBISOFT

