# **Freya Quest Storyline**

**Page 1**

After travelling for many months, Princess Freya is returning home to the Kingdom of Lemorphia. Freya is so excited to tell her family of all her tales that she had on her journey. Freya has always been seen as the baby of the family and her family were wary of her travelling, so the king ordered his best knight (sir Scott) to protect her on her travels. As the boat crosses the blue sea, the sky starts to get darker and there is a mist starting to form in front of them but all of a sudden there are cries of “land ahoy”, Freya races to the deck of the boat and has never been so happy to see her family home in the distance.

**Page2**

As the boat reaches land, Freya immediately gets a feeling that something isn’t right. “Princess, thank god you are back” shouts Arthur. Arthur is a servant to the famlly but is mainly known as the sorcerer of the Lemorphia, He has great knowledge of history of the land and has always been helpful and has a sweet spot for Freya. “Princess come quick before she sees you” said Arthur. “ What? Who?” replied Freya. “We have no time come quick”.

**Page3**

Arthur opens the door to his shack and quickly rushes Freya and Sir Scott in. “Princess Freya I have terrible news. During the winter festival, the king had the annual kingdom feast at the castle. Most of Lemorphia was enjoying the feast when a witch burst through the door demanding the king give up his kingdom or face the consequences. Your Father refused but the witch has cast a spell on your family home and all that were inside at the time. Most of Lemorphia is now under her control I was lucky enough to have my magical emblem on which prevented the spell from working on me. I have tried to reverse the spell but the witches magic is too powerful for me. The only way the spell can be broke is by collecting three items that can break the spell and defeat the witch to ensure she cannot do this again. The witch has settled in your home and it is not safe to return to the castle and the only choice is to go on quest and collect items. Are you in?

Got to castle? (Game over 1)

Go on quest? Page 4

**Page4**

“I will do whatever it takes to save my family!” Says Freya. So Arthur explains to Freya and Sir Scott that they need to leave as the witch may already know they are there, so they begin their journey. ”So what do we need to do” ask sir Scott. “First stop is the mushroom forest to retrieve a gold pepper mushroom.” There is several paths to the forest which path would you like to take.

Through the caves? Page 5

Over the mountains? Page 6

**Page 5 Through the caves**

As the trio approach the end of the caves Sir Scott pulls out his sword and goes in front to check for any danger ahead and suddenly a voice said “I wouldn’t go that way”. Freya turns and sees a fairy sitting in the tree. “Hello” Says Freya, “My name is princess Freya and…..” the fairy interrupts and says I know who you are and I have been waiting for you”. Freya looks at the fairy confused “ Waiting for me?” The fairy introduces herself as “Roni” and explains that everyone knows what the witch has done and that you are the only member of the royals left that can save us. Until the witches spell is broken the fairy cannot enter Lemorphia where the witch has captured some of her friends and the fairies magic is useless and she cannot save them. Freya says to Roni “don’t worry we will save your friends but we have come to the mushroom forest to look for the gold pepper mushroom can you help.”

Roni says that it can be found if you follow the path on the left but there has been trolls marching around gathering up everyone they can and taking them as prisoners and I just seen them go up that path most recently. If you go to the right it may take longer and you will have to cross the river but could be safer.

Go left? Page 7

Go right? Page 8

**Page 6 over the mountains**

As the trio reach the near peak of the mountain, the path ahead has crumbled and the only other path has a risk of climbing by the dragons lair. Arthur thinks it is to risky but Sir Scott say “I will slay the fire welding dragon if it crosses our path.”

Listen to Arthur and return back and go through caves page5

Listen to Sir Scott and advance (RIP Game over 2)

**Page 7 Go left**

They thank Roni for her help but decide to risk it and go left. They advance and hear marching in the distance. “Quick, in here”, Arthur points to a hole the side of a tree. They quickly race to cover. The sound of footsteps is close enough for a sight of a dozen trolls marching with a long black net trailing them with all types of creatures trapped inside.

Do you try and rescue them now?

Yes RIP (Game over 3)

NO Page 9

**Page 8 Go right**

Roni wishes you good luck as you set off on your quest. The trio eventually get to the river but there is no way across. The bridge is broken and the river has very dangerous crocodiles roaming it? Do you swim through the river?

Yes Page 10

No find a new way to cross? (RIP Game over)

**Page 9 No rescue**

They feel ashamed that you couldn’t help but know if you can break the spell and defeat the witch, you will free them eventually. The trio exit the tree and start walking onwards and spot mushroom fields. Arthur takes out a pouch from his pocket and proceeds to where the gold pepper mushrooms can be found.

Go to page 11

**Page 10 cross river**

Its your lucky day theres a little raft by the side and you can use it to cross. The crocodiles seem to be busy watching the nearby deer drinking and don’t notice you crossing.

Go to page 11

**Page11 mush found.**

Approaching the mushrooms, Freya noticed how bright her surrounding had become and that some mushrooms seemed to glow. “Arthur” she shouted. “I found them.” Arthur comes and picks some of them and the trio can move on to the next ingredient needed to break the spell.

Continue to page 12

**Page 12 hunting for 2nd item maybe join with 11?**

With the first item secured Freya asks Arthur “Where next?”. Arthur looks at Freya and points to the the trees in the distance. “We have to travel to outskirts of the forest to the desert in search of a peacock. We must acquire a feather from a peacock as the second item on the list. “Whats the last item on the list?” Freya asks. “One at a time” replies Arthur, with a worried look on his face.

The trio carry on the quest in the trees.

Go to Page 13

**Page 13**

The trio come to the edge of the forest, where there is two paths to choose from. Do they choose the left or right path?

left page 14

right (GAME OVER) RIP You follow the path and walk straight into the marching trolls. You give it a good fight but there are far too many of them for you to handle. You have been caught and taken prisoner and will be taken to the queen for imprisonment.

**Page 14**

While walking the trio seem to come to the end of the path. Suddenly they hear rustling coming from some bushes. Sir Scott raises his swords and shouts “Show yourself or feel my steel”, Out of the bush appears a little man who looks hurt. “Don’t hurt me please you already taken my family”. Freya assures the man that he is safe and they mean no harm. “We are to help break the curse of my kingdom and save us from that evil witch.” The little man asks how he can help. “We are looking for a peacock feather.” The man says he can help and tell them to follow him.

Go to page 15 follow man

Go back and take right turn

**Page 15 follow man**

The man shows them a gap in the bushes ahead on the left and says “If you pass through there is a path that will take you to the edge of the forest and bring you to the sandy lands ahead. You will find peacocks all around this area.” The trio thank the man and advance.

As the trio pass through the gap, they see tree just ahead and something has already caught Sir Scott’s eye. “Look over there” he says quietly. Freya turns round and catches a glimpse of a peacock scampering away. They know they are on the right track now and continue passed the tree. Now approaching the sandy lands they could see many peacocks but could also see some locals looking after them