* The apprentice raid (White Board)

**Story:** A Mage has an apprentice which task was to bring some new supplements form the nearby village to him. The problem is, that the apprentice hasn’t showed up for several days and the town is not far away so it shouldn’t take too long to be back. So the Mage has written a Quest for the Whiteboard.

**Procedure:** When the adventurer removes the letter, the mage appears in front of him with a “Poof”. The mage greets him and tells him the Story why he wrote the Quest the Adventurer also learns, that the name of the mage is Salazar. After that the player is likely to set up to the village where the apprentice was sent to by Salazar. On the way to this village the player has to fight several bandits and is also able to discover a cave which is hidden behind some leaves. In this cave the apprentice is being held hostage by the bandits along with the delivery which is a shiny magical orb (Mage: mana container (mana container can also be used by the player to increase his mana capacity) this orb looks valuable but in reality it is only worth some gold pieces because it is a small one). If the player doesn’t discover the cave the local mage of the village tells the player, that he has warned the apprentice to take the road through the woods, but he wouldn’t listen, so it is likely he was kidnaped by the bandits. He also tells the player, that the bandits have a secret hideout which is hidden behind some leaves. After the player has defeated the bandits (along with their leader which is a little bit stronger and has more health than a common bandit) one can rescue the apprentice and escort him along with the orb back to his master.

**Reward:** The player receives 50 Gold and 2 Small Health Potions + 1 Small Mana potion from Salazar. If the player is a mage Salazar also teaches him a new fire spell. Along with 500 XP

* The bunny Problem

**Story:** In this Quest the player learns, that the local farmers have to deal with a bunny-plague.

**Procedure:** When the player arrives at the farm he has is greeted by some bunny’s which look cute, but when the player gets near them they bare their teeth and one sees, that they have razor-sharp teeth and look more like wild monsters than bunnies. The adventure now has to fight against these bunnies. After he has defeated them the farmer gets out of his house which is in front of the field and thanks the player for freeing his farm from these beasts.

**Reward:** 10 Gold along with 100 XP

* Das Messerhorn

**Story:** Ein Jäger hat die Aufgabe auf einen Zettel geschrieben, ein Messerhorn (Einhorn mit Messer als Horn) mit ihm zu jagen.

**Procedure:** Wenn das Messerhorn gefunden und besiegt hat, spricht es mit ihnen und sagt: „Nein, bitte nicht töten. Ich habe Familie und Kinder.“ Der Jäger jedoch zückt eine Säge und will dem Messerhorn das Messer absägen. Jedoch merkt er schnell, dass das Messer nicht auf dem Messerhorn festsitzt, sondern nur aufgeschraubt ist. Also schraubt er dieses ab und lässt das Messerhorn leben. Später will sich die Familie des Messerhorns das Messer vom Jäger zurückholen. Bruder Löffelhorn, Schwester Gabelhorn und Großmutter Nashorn (Stammt auch vom Einhorn ab. Da sie schon so alt ist, hat sie sich gehen lassen und ist dick geworden. Ihre Haut wurde wegen ihres Alters auch grau geworden).

**Reward:** 50 Gold und 500 XP