

Stealing the Enchanted Blade

([Mark Dowson](#))

The corridor ends with a door in the wall to your left, where you can smell food, and another in the wall to your right with a guard outside it. The guard raises his sword to attack.

GUARD			RE 1
ATTACK	12	Sword (d8, 4)	
DEFENCE	7	Mail (AF 3)	
MAGICAL ATTACK	N/A	Magic Points	None
MAGICAL DEFENCE	3	Health Points	10
EVASION	4	Movement	10m (20m)

- [If you defeat the guard](#)
- [If you are defeated](#)

[Restart your adventure](#)

This article first appeared in [Casket of Fays Issue 10](#).

From:

<https://www.redruin.org/wiki/> - **Red Ruin Wiki**

Permanent link:

<https://www.redruin.org/wiki/doku.php?id=adventures:steb:8>

Last update: **2023/12/31 15:45**

