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**CELLAR DUNGEON**  
**The Original Castle Cellar Caper**  
**Adventure**

*This set of RPG dungeon tiles has been created with original & sourced artwork, your support of gamer artists is greatly appreciated.*

*Part of a series of dungeons I am making for the adventures of my young Knight, from child warrior to seasoned veteran. This adventure can be read via the link above the tile artwork where you selected to download on my webpage.*

*Enjoy the richly detailed game tiles for you and your friends.*

*Sebastian.*



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Scaling 100% (A square tile is 145x145mm) Test print to check image lightness; adjust accordingly if too dark.






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### JEAN D'ARDAIN



Wounds: 5  
 Move: 4  
 Weapon Skill: 2  
 Ballistic Skill: 1  
 Strength: 2  
 Toughness: 2 (+2)  
 Initiative: 3  
 Attacks: 1

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Equipment : Fresh Muffins  
 Weapon : Father's Short Sword (1D6+2)  
 Armour: Custom medium armor +2 Toughness  
 Pinning: Breaks from pinning on 6+

Special Rules:

Shin Kick: Once per turn Jean may attempt to kick the shin of one opponent, delaying their attack that turn as they hop about rubbing their smarting shins. A good swift kick requires a +6.

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ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

### ELOISE D'ARDAIN



Wounds: 5  
 Move: 4  
 Weapon Skill: 2  
 Ballistic Skill: 2  
 Strength: 2  
 Toughness: 2 (+1)  
 Initiative: 3  
 Attacks: 1

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Equipment : Tapestry Kit  
 Weapon : Short Bow (1D6+2)  
 Armour: Custom made light armor +1 Toughness  
 Pinning: Breaks from pinning on 6+


Special Rules:

Big Sister Hug: At the end of every combat phase, Eloise can give one of her siblings (even Duc!) a big hug and a kiss. It makes everything better; healing +D3 wounds.

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ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

### ARMAND D'ARDAIN



Wounds: 4  
 Move: 4  
 Weapon Skill: 1  
 Ballistic Skill: 1  
 Strength: 1  
 Toughness: 2 (+2)  
 Initiative: 3  
 Attacks: 1

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Equipment : Kitten Kite Shield  
 Weapon : Small Custom Sword (1D4+1)  
 Armour: Custom medium armor +2 Toughness  
 Pinning: Breaks from pinning on 4+

Special Rules:

Copy Cat: Armand is brilliant at annoying his siblings by copying everything they say. He can attempt to copy a taunting foe on roll of 6+. The bemused oppoent loses a turn trapped in a "Am too!" "Are not!" verbal loop.

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ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	4	4	5	6	6	6	6	6	6	6

### THE 'DUC



Wounds: 6  
 Move: 4  
 Weapon Skill: 4  
 Ballistic Skill: -  
 Strength: 3  
 Toughness: 3  
 Initiative: 6  
 Attacks: 1

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Equipment : Grimboar hide collar  
 Weapon : Big Bite (1D6)  
 Armour: Custom made light armor +1 Toughness  
 Pinning: Breaks from pinning on 6+

Special Rules:

Lick wounds: Duc knows a lick can help any wound he receives; so he will happily lick one of his charges too. After combat any sibling so slobbered will regain +D3 wounds (or Duc, it's his tongue after all).

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ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	5	5	6



