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CELLAR DUNGEON The Original Castle Cellar Caper Adventure

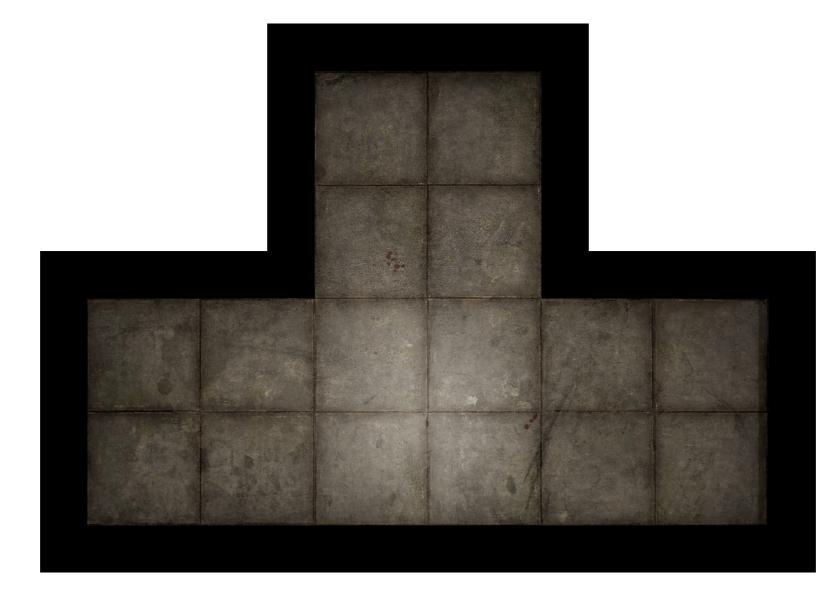
This set of RPG dungeon tiles has been created with original ${\mathscr O}$ sourced artwork, your support of gamer artists is greatly appreciated.

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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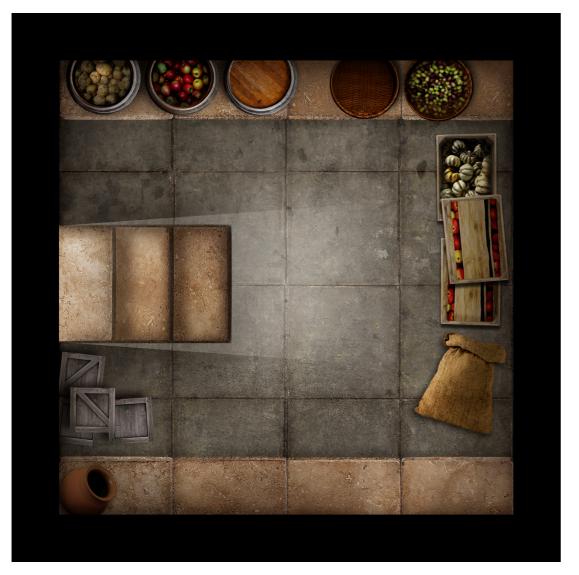


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Equipment : Fresh Muffins Weapon : Father's Short Sword (1D6+2) Armour: Custom medium armor +2 Toughness Pinning: Breaks from pinning on 6+ Special Rules:

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.

6

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



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.

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	

_ ENE TOI

TO HIT FOE 2 3 3 4 4 4 4 5 5 6



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