



# Heroically-Sized Furniture Counters 2



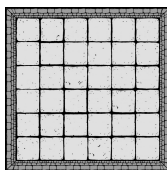
Sheet A

- Wooden Crates*
- Wooden Barrels*
- Jars*
- Chests*
- Pillars*



Sheet B

- Shelves*
- Dark Stone Thrones*
- Blacksmith's Forge*
- Cauldron*
- Piles of Gold*
- Cages*
- Fungi*



Sheet C  
Bonus Inked Adventures  
6x6 Room for your  
instant enjoyment.

Hand drawn printable 2D dungeon furniture counters with exaggerated perspective and size for use with 1 inch scale floor plans for use with 25/28mm+ figures.

These counters can be used with a DM's existing battlemat, tiles or floorplans. They are also an ideal companion to other Inked Adventures sections and tiles.

Print at 100% scale onto thin card, paper or photo-paper. Then trim with scissors. Keep loose if you wish the counters to be reusable. Arrange during tabletop game. Alternatively they can be glued into rooms and corridors before play.



Many possible combinations

**Don't print  
this page!**

<http://inkedadventures.com>

All art (c) Inked Adventures & Billiam Babble.

Permission given for personal use only. No distribution.

Please seek permission for commercial use. [inkedadventures@yahoo.co.uk](mailto:inkedadventures@yahoo.co.uk)



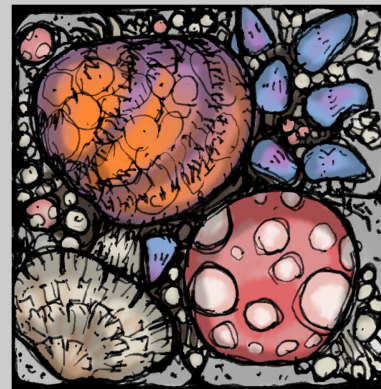
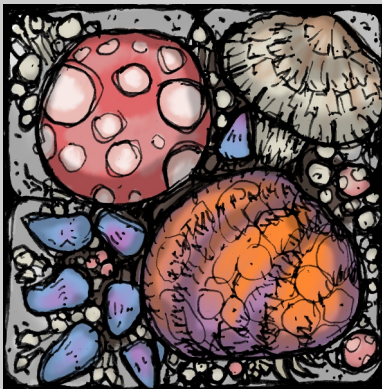
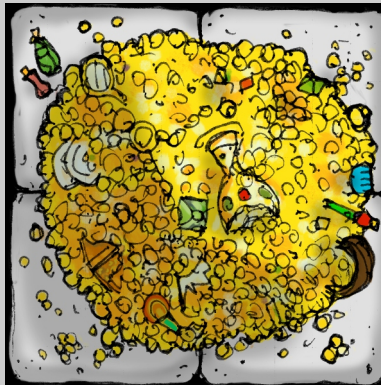
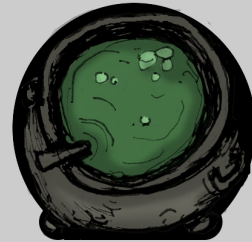
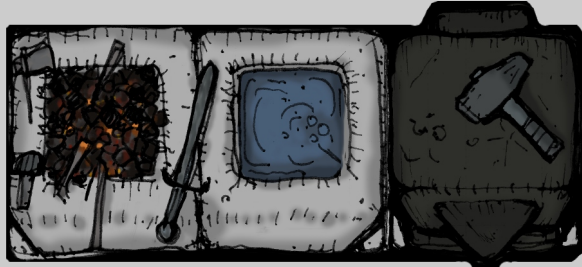
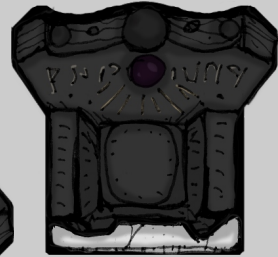
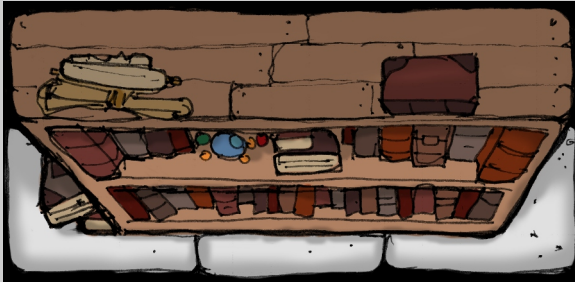
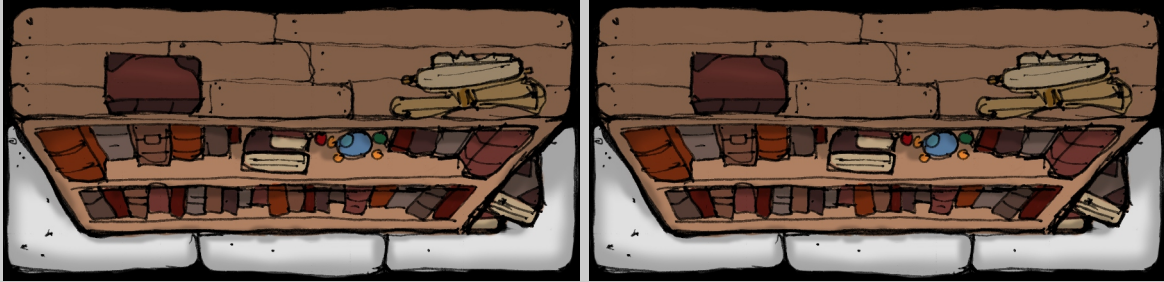
A

All art (c) Inked Adventures / Billiam 2014.  
Permission given for personal use only. No distribution.  
Please seek permission for commercial use. [inkedadventures@yahoo.co.uk](mailto:inkedadventures@yahoo.co.uk)



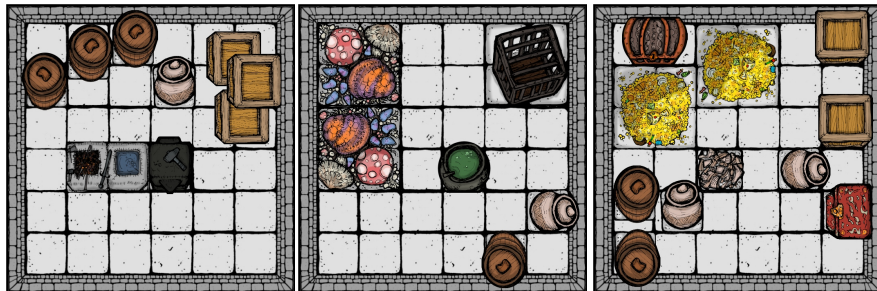
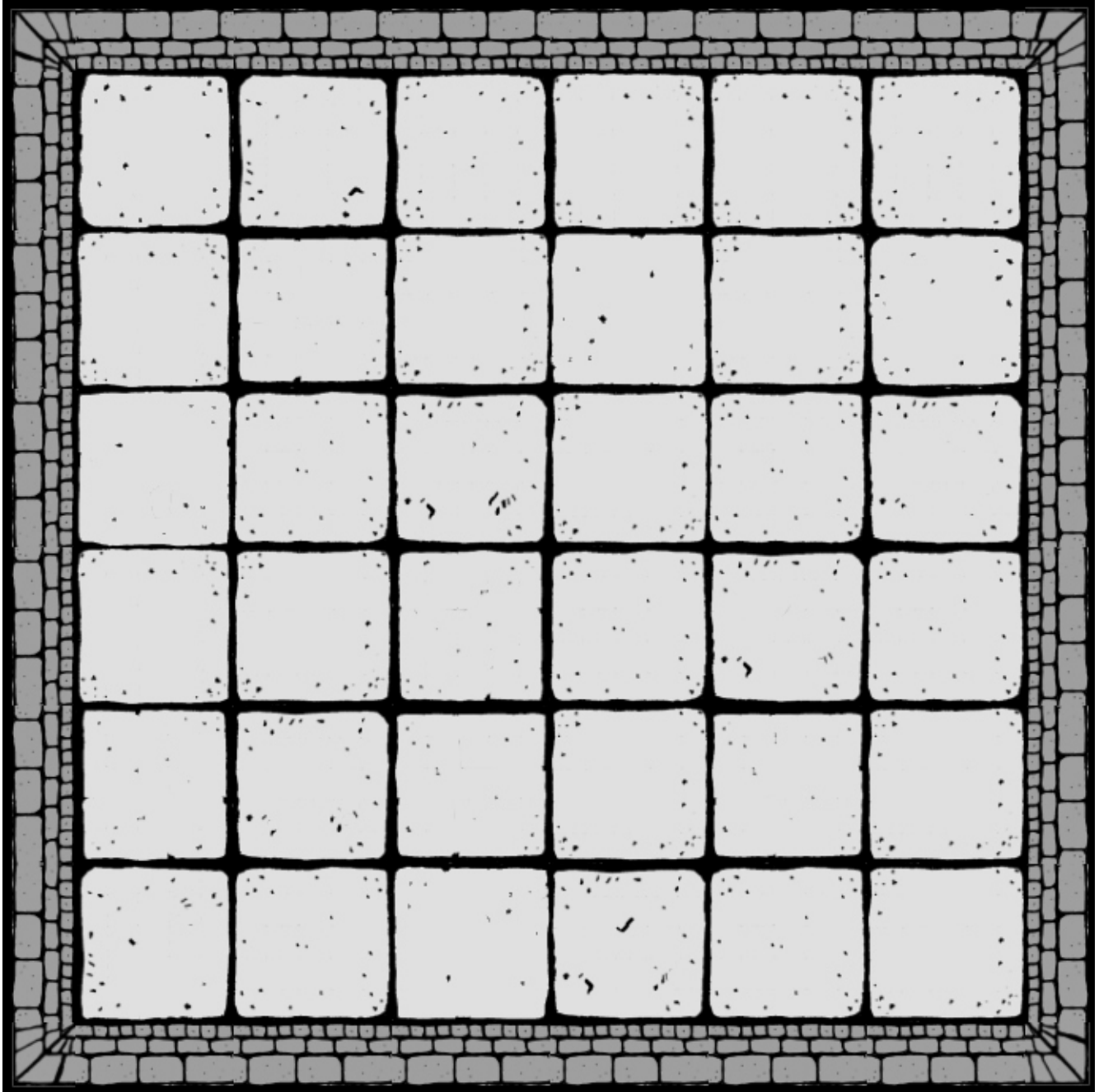
# B

All art (c) Inked Adventures / Billiam 2014.  
Permission given for personal use only. No distribution.  
Please seek permission for commercial use. [inkedadventures@yahoo.co.uk](mailto:inkedadventures@yahoo.co.uk)



C

All art (c) Inked Adventures / Billiam 2014.  
Permission given for personal use only. No distribution.  
Please seek permission for commercial use. [inkedadventures@yahoo.co.uk](mailto:inkedadventures@yahoo.co.uk)



*Examples of use in play*