
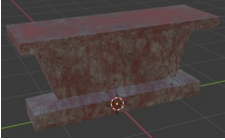
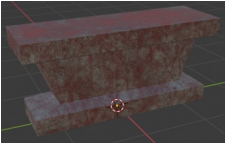
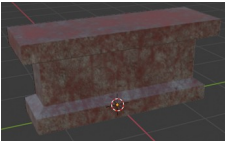
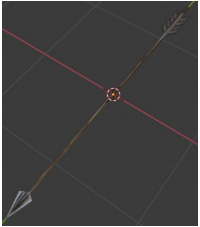


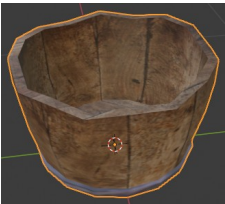

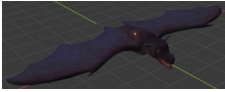
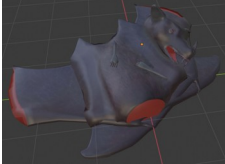

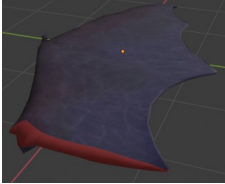
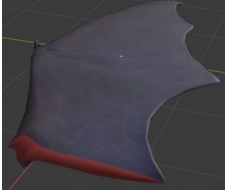
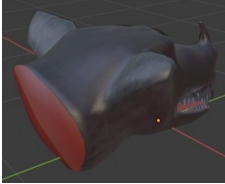
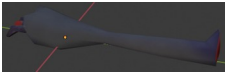
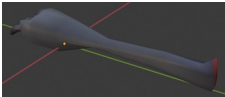
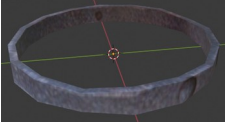




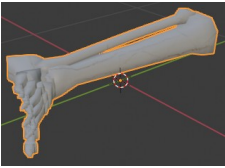
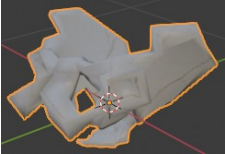
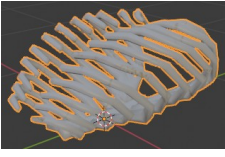
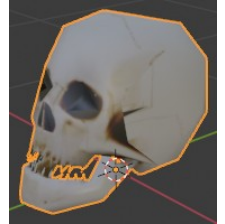



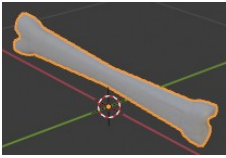







Resource information: models

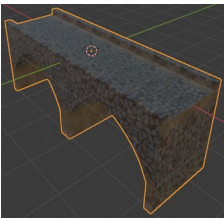
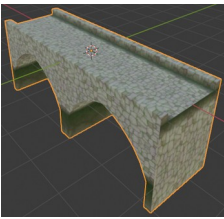

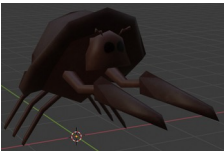
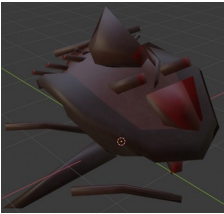
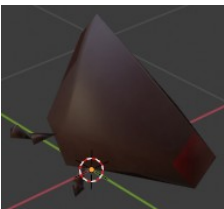


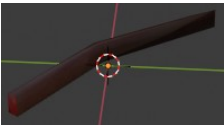
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	arrow_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-props-pack
	bar_counter_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
	barrel_1_001.obj	CC0	DeadKir	https://opengameart.org/content/simple-3d-props
	barrel_2_002.obj	CC0	loafbrr_1	https://opengameart.org/content/breakable-boxes




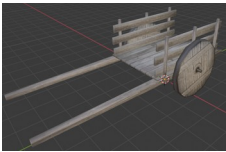

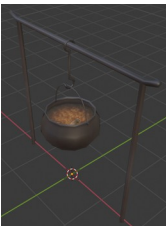
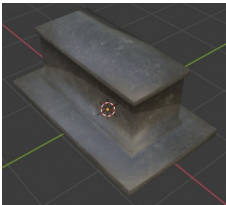
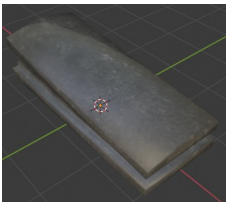

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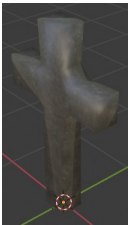

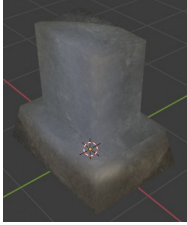






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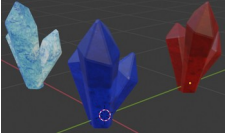
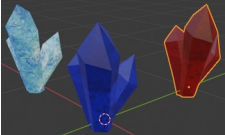
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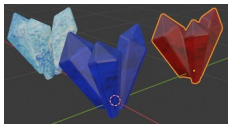
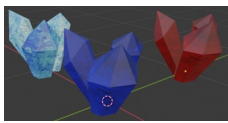
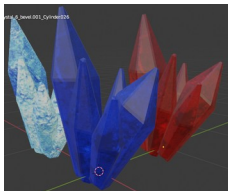
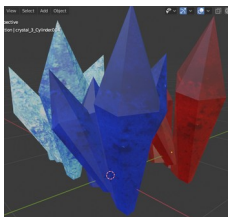
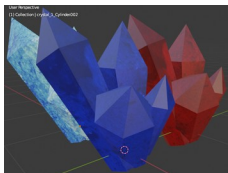
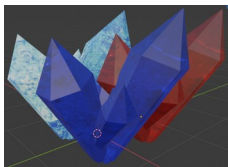
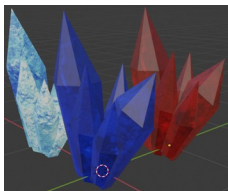
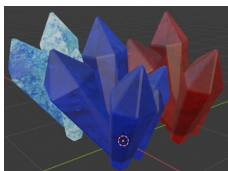
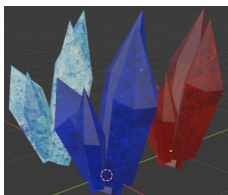
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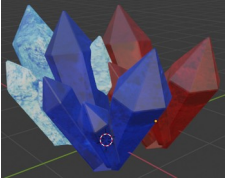
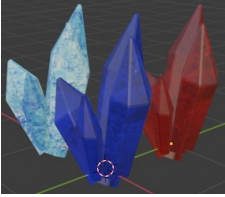
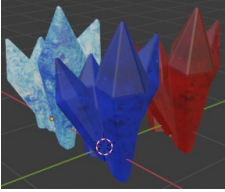
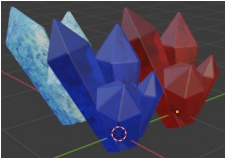
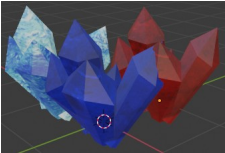



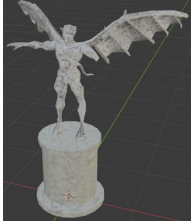
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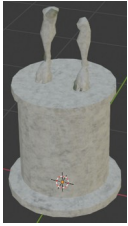
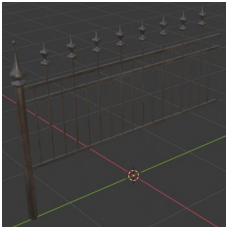


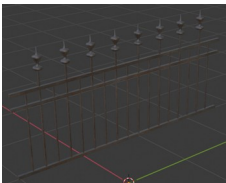


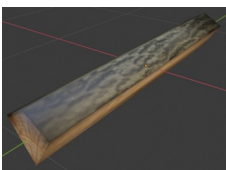
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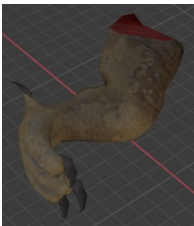
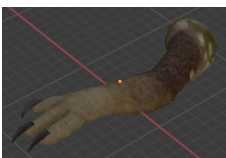

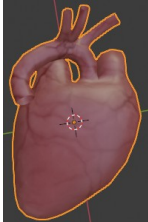
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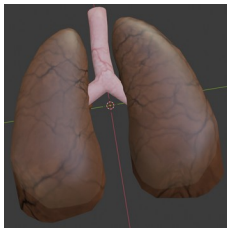
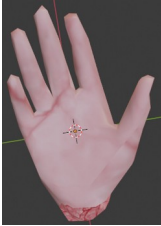


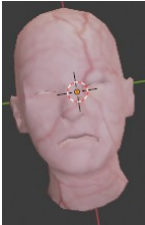




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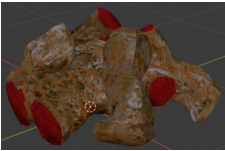
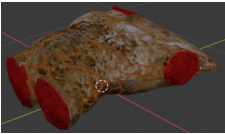
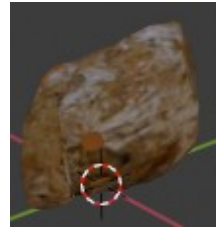
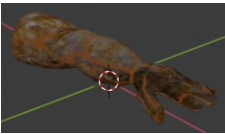
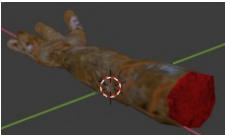
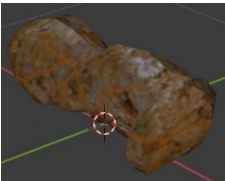
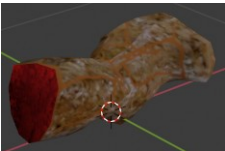


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	crystal_1_008.obj	CC0	rubberduck	https://opengameart.org/content/simple-3d-crystals-unwrapped-simple-texture
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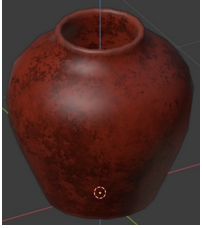
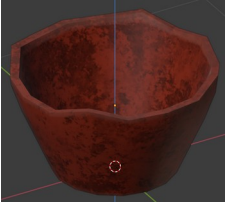
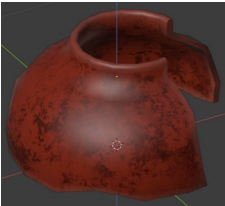
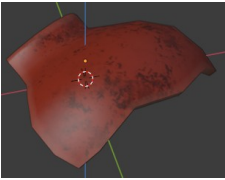
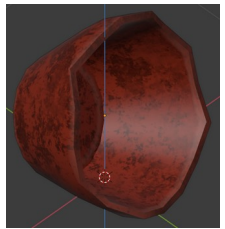

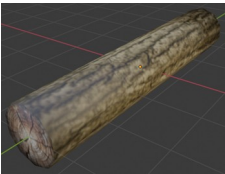

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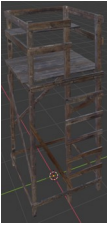


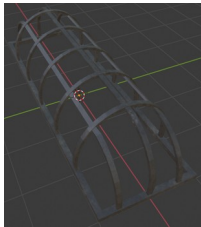

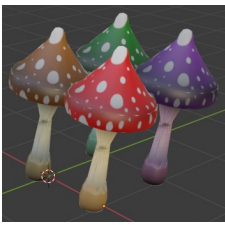

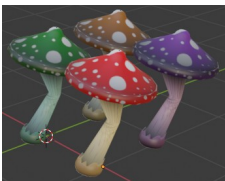
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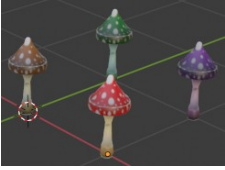

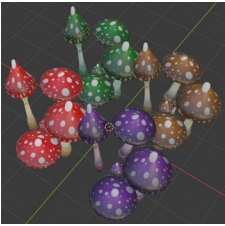
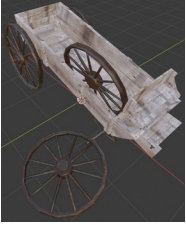




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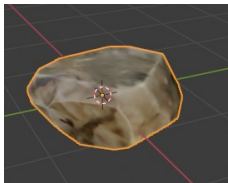
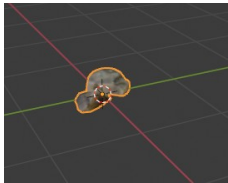
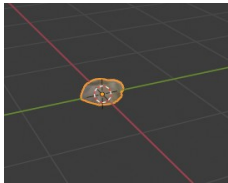
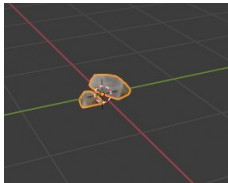
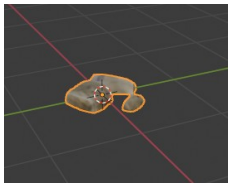
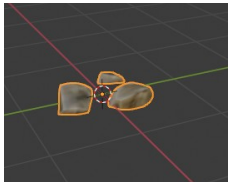
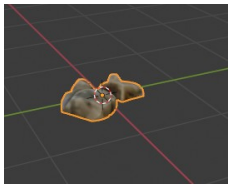
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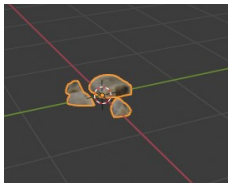
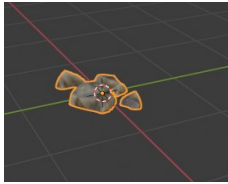
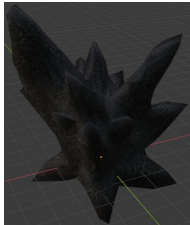






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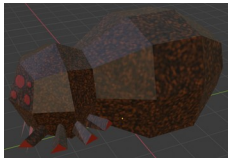
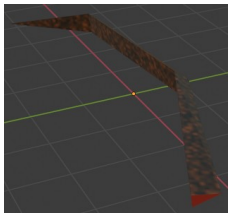

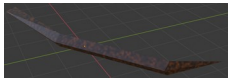
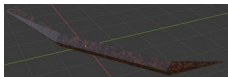
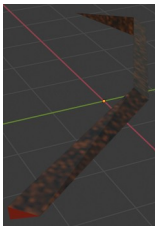
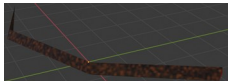
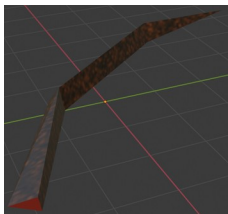

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	rock_11_001.obj	CC0	Rubberduck	https://opengameart.org/content/more-handpainted-rocks






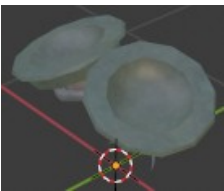
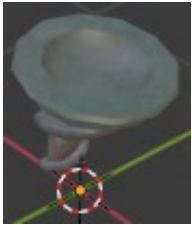
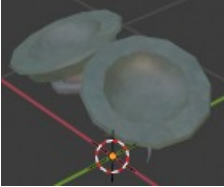

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	shelf_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
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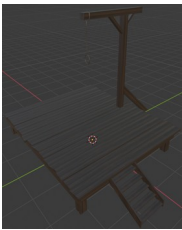

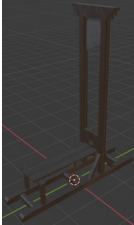

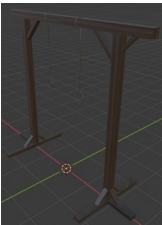




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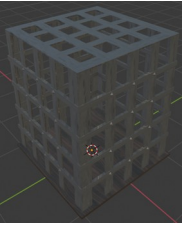

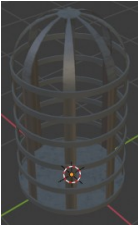





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	spider_1_debris_013.obj	CC0	Paul Wortmann	https://opengameart.org/content/spider-gibs
	spiked_gib_1_001.obj	CC0	Paul Wortmann	https://opengameart.org/content/spiked-head-and-skull
	spiked_gib_1_002.obj	CC0	Paul Wortmann	https://opengameart.org/content/spiked-head-and-skull
	spiked_gib_1_003.obj	CC0	Paul Wortmann	https://opengameart.org/content/spiked-head-and-skull
	spiked_gib_1_004.obj	CC0	Paul Wortmann	https://opengameart.org/content/spiked-head-and-skull
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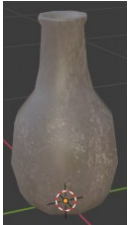
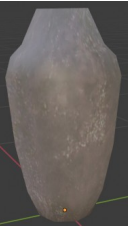


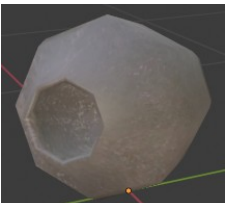
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	table_2_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
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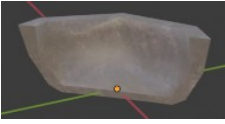
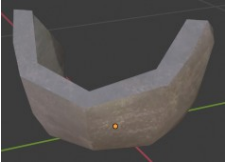
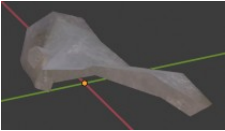
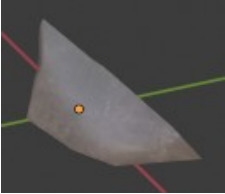
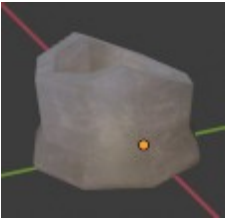


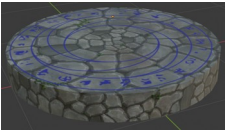

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	wood_fire_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack

