
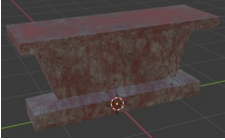
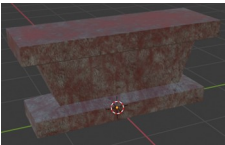
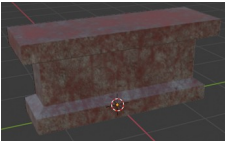
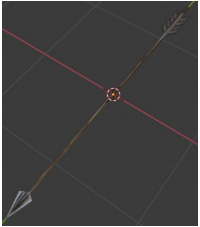


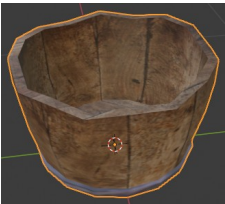







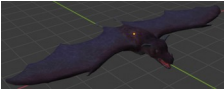
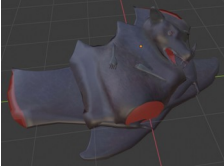
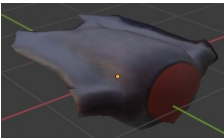
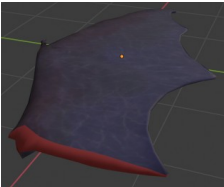
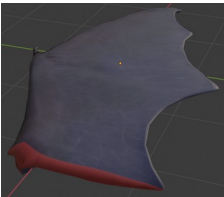
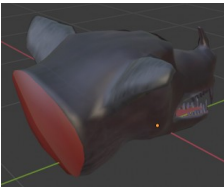
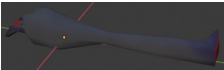
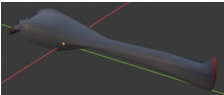


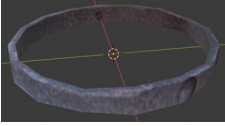




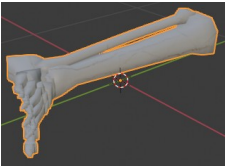

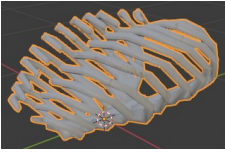
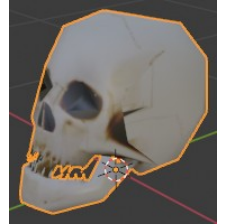
Resource information: models

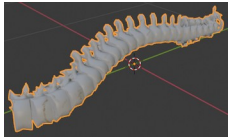
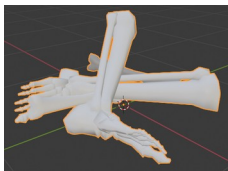
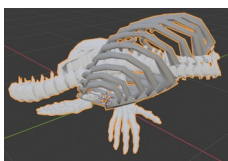
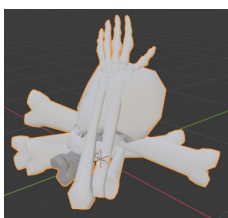

Model	Filename	License	Author	URL
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	altar_1_002.obj	CC0	Paul Wortmann	https://opengameart.org/content/bloody-altar
	altar_1_003.obj	CC0	Paul Wortmann	https://opengameart.org/content/bloody-altar
	arrow_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-props-pack
	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_1_debris_001.txt	CC0	loafbrr_1	https://opengameart.org/content/breakable-boxes


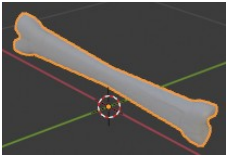







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	barrel_2_001.obj	CC0	System G6	https://opengameart.org/content/medieval-props-pack
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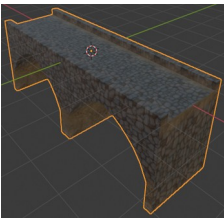
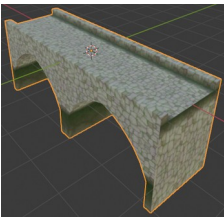

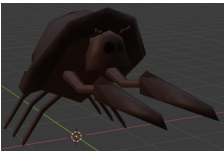
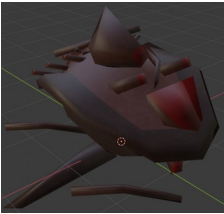
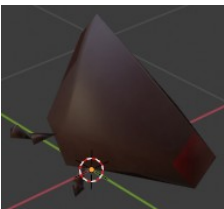


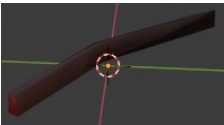
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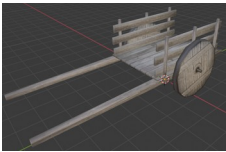

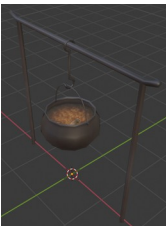
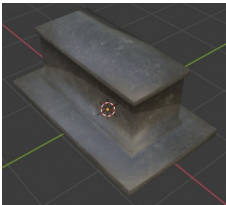
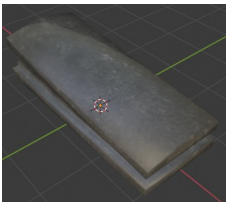

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	bat_1_debris_005.obj	CC0	Paul Wortmann	https://opengameart.org/content/bat-gibs
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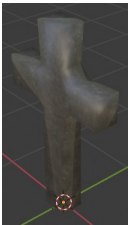

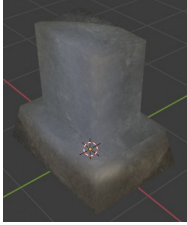






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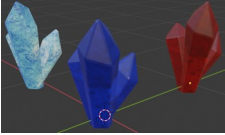
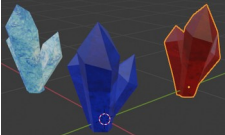
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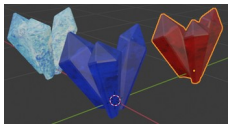
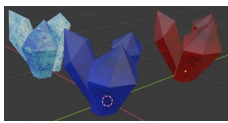
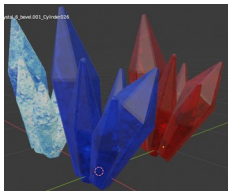
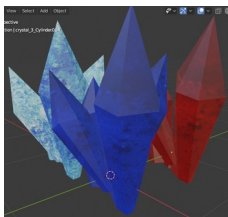
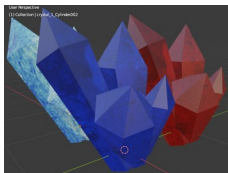
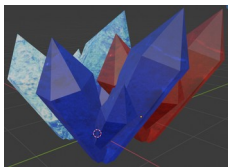
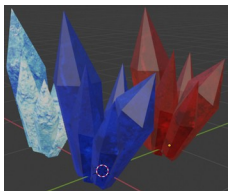
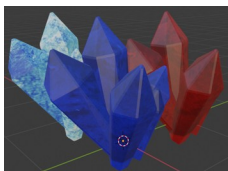
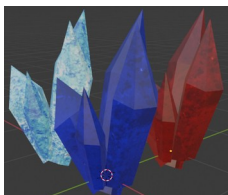
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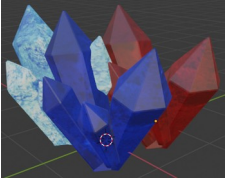
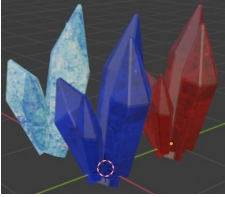
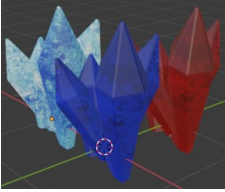
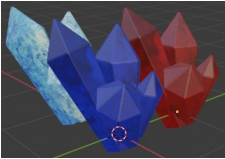
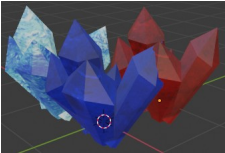



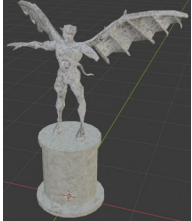
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	cart_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-props-pack
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	cemetery_object_2_001.obj	CC0	AnyRPG	https://opengameart.org/content/cemetery
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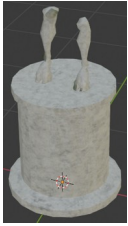
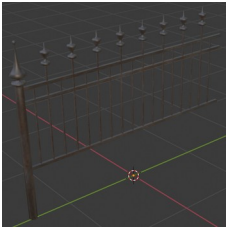


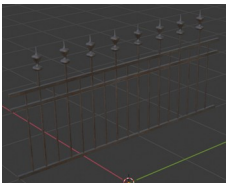


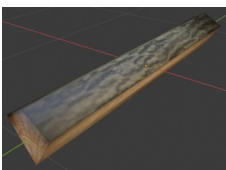
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	chair_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
	chair_2_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
	coffin_1_001.obj	CC0	Paul Wortmann	https://opengameart.org/content/coffin-0
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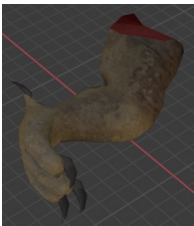
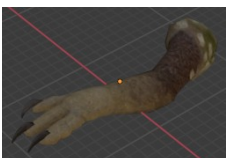

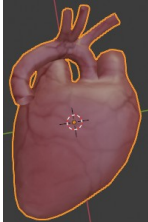
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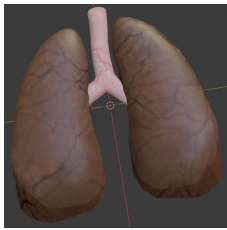
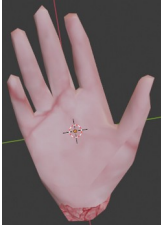


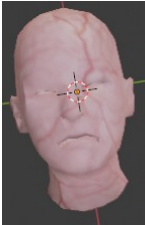




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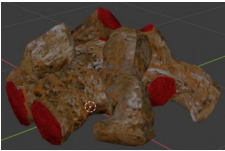
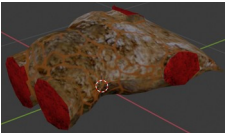
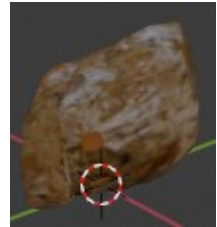
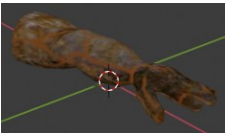
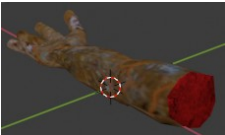
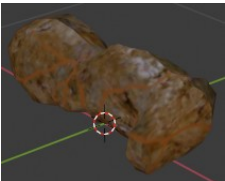
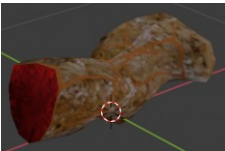


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	crystal_1_008.obj	CC0	rubberduck	https://opengameart.org/content/simple-3d-crystals-unwrapped-simple-texture
	crystal_1_009.obj	CC0	rubberduck	https://opengameart.org/content/simple-3d-crystals-unwrapped-simple-texture
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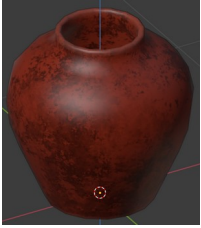
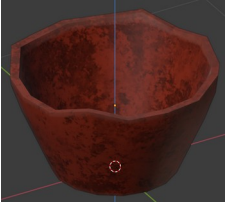
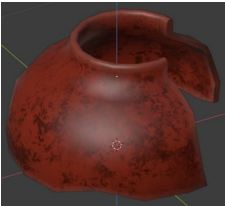
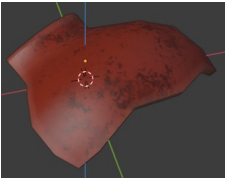
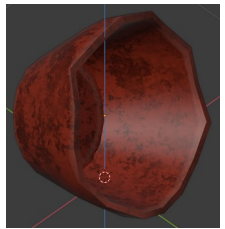

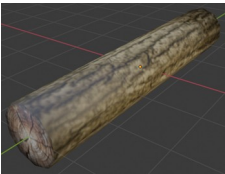

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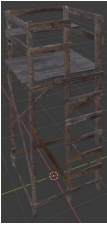


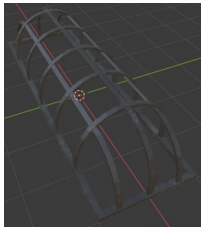

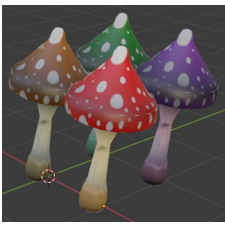

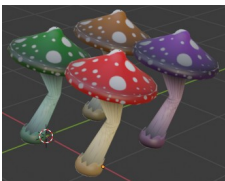
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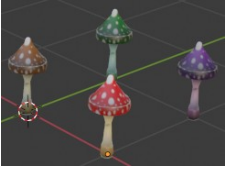

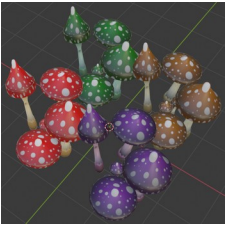
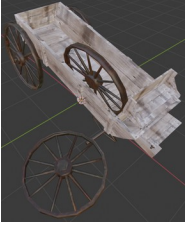




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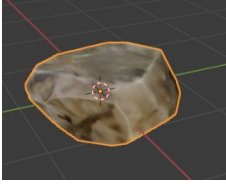

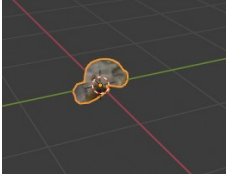
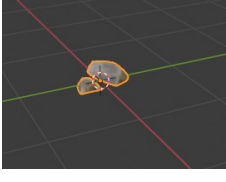

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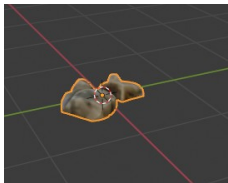
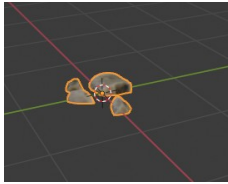
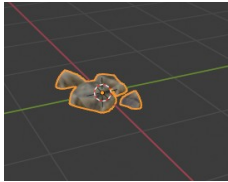
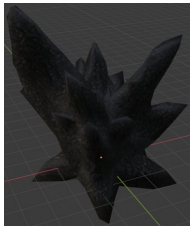





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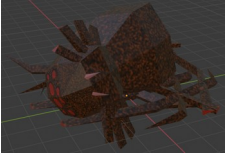



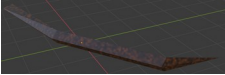
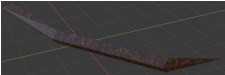

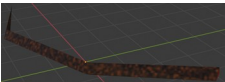
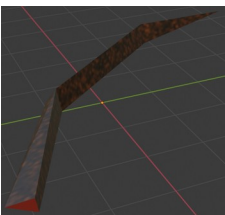
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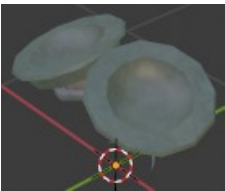
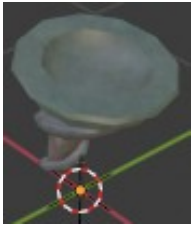
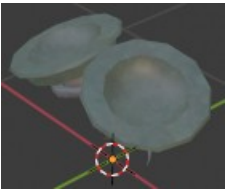
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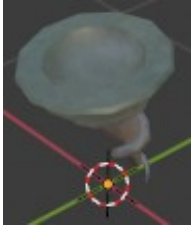

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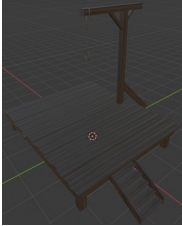

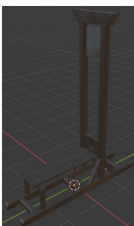
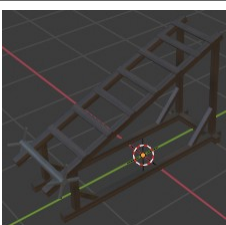




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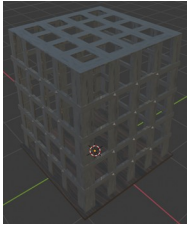

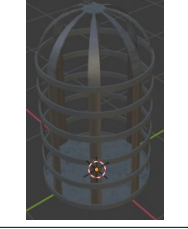

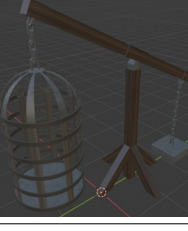


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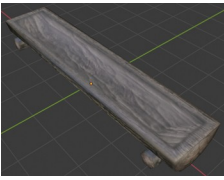




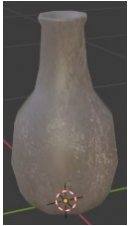


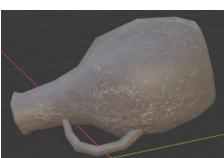
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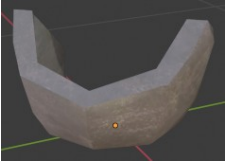
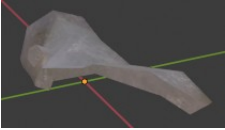
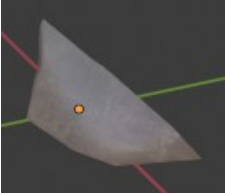




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