
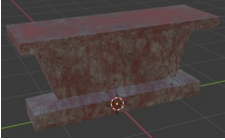
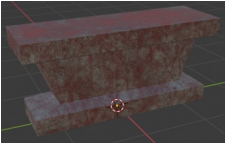
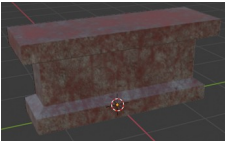
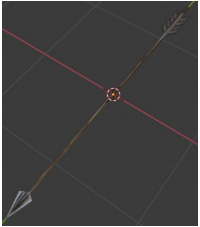


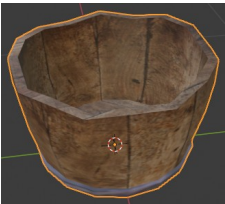

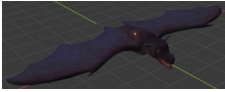
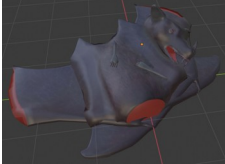

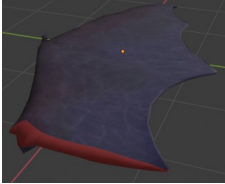
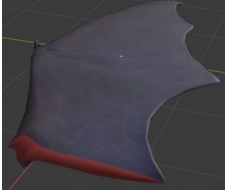
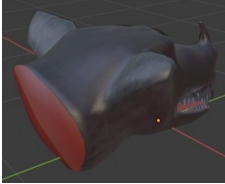
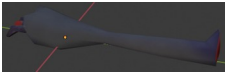
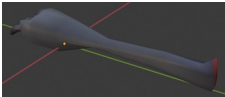
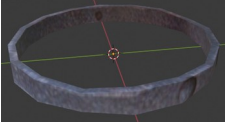




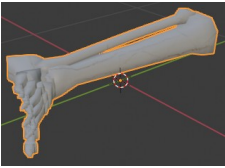
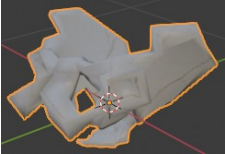
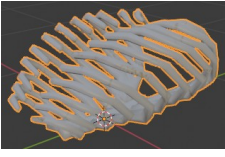
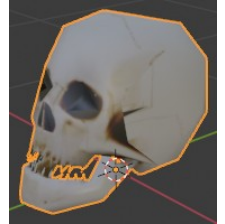

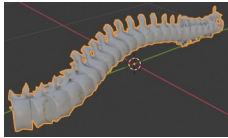
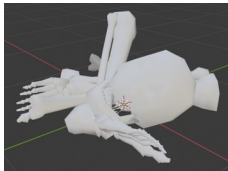
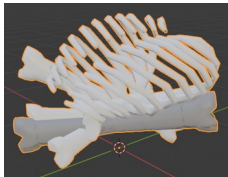
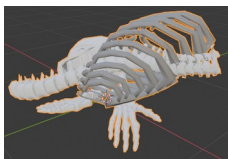
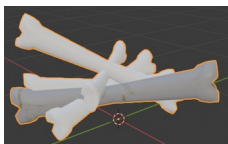



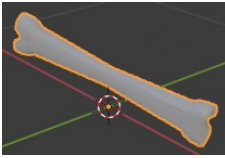






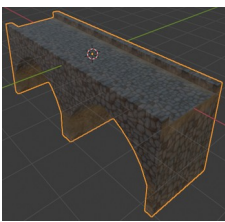
Resource information: models

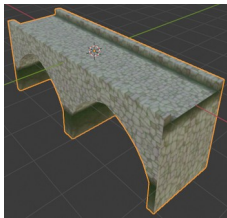

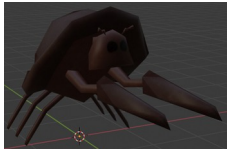
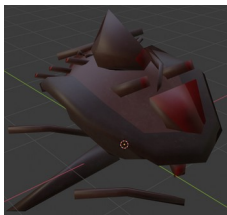
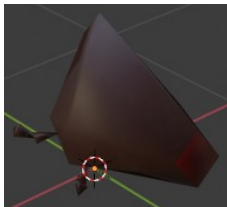


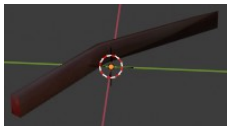

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	altar_1_003.obj	CC0	Paul Wortmann	https://opengameart.org/content/bloody-altar
	arrow_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-props-pack
	bar_counter_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
	barrel_1_001.obj	CC0	DeadKir	https://opengameart.org/content/simple-3d-props
	barrel_2_002.obj	CC0	loafbrr_1	https://opengameart.org/content/breakable-boxes



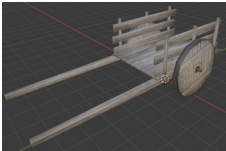
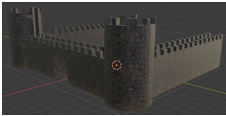
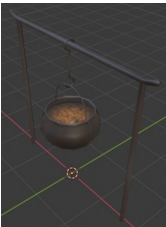
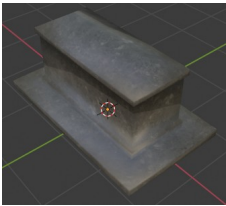
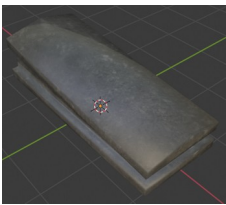

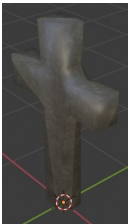
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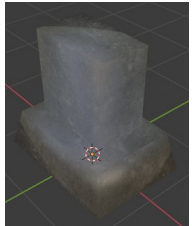
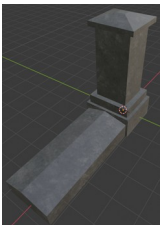




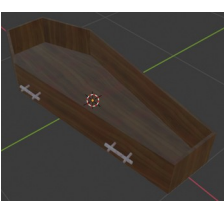
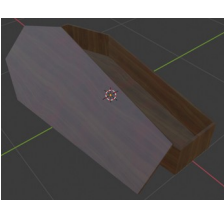
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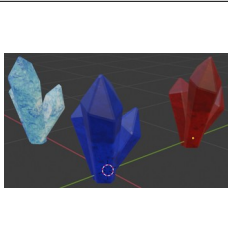
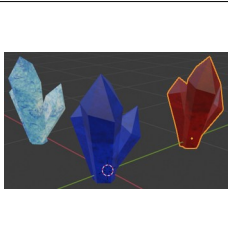
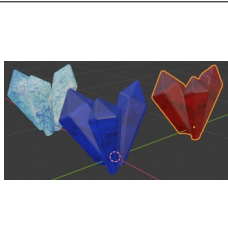
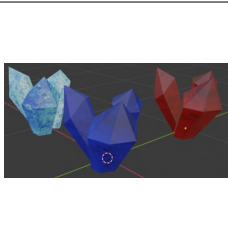
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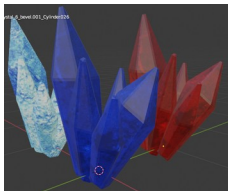
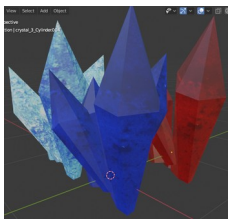
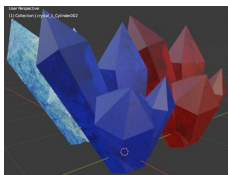
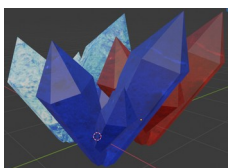
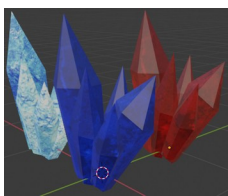
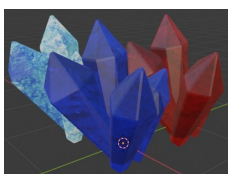
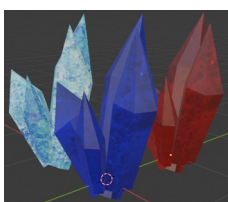
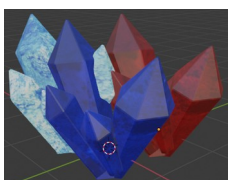
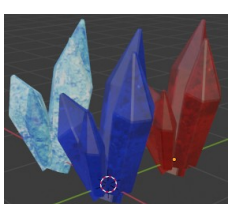
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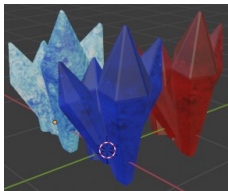
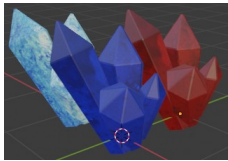
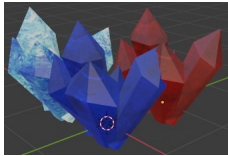
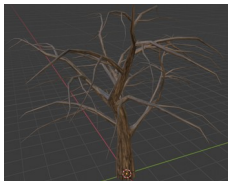
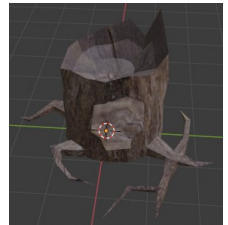
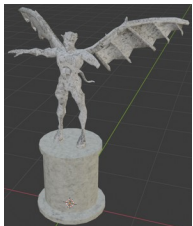


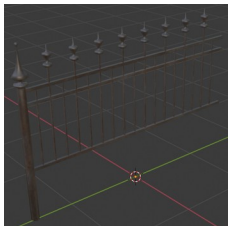
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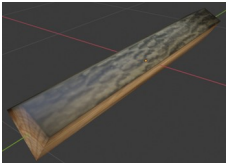

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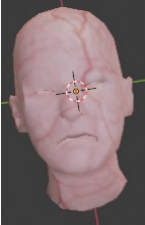




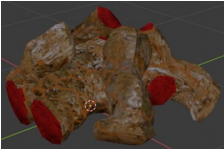
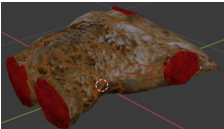
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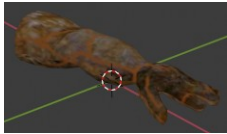
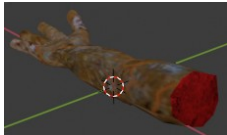
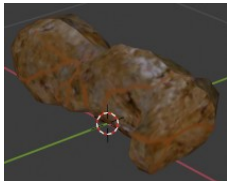
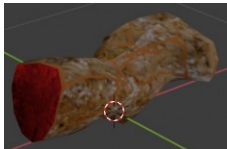
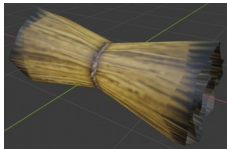
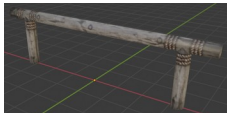
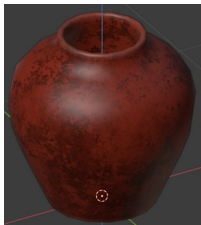
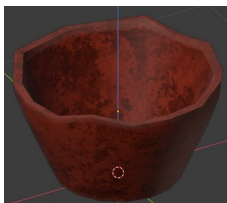
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	crate_2_003.obj	CC0	loafbrr_1	https://opengameart.org/content/breakable-boxes
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	crystal_1_002.obj	CC0	rubberduck	https://opengameart.org/content/simple-3d-crystals-unwrapped-simple-texture
	crystal_1_003.obj	CC0	rubberduck	https://opengameart.org/content/simple-3d-crystals-unwrapped-simple-texture
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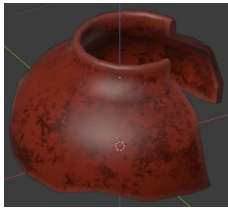
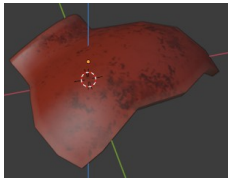
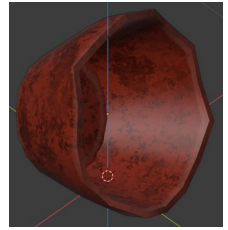

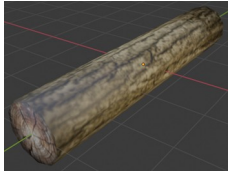




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	crystal_1_006.obj	CC0	rubberduck	https://opengameart.org/content/simple-3d-crystals-unwrapped-simple-texture
	crystal_1_007.obj	CC0	rubberduck	https://opengameart.org/content/simple-3d-crystals-unwrapped-simple-texture
	crystal_1_008.obj	CC0	rubberduck	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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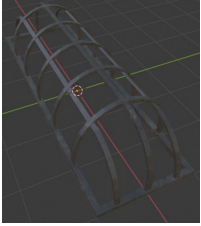

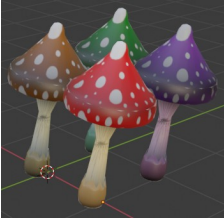
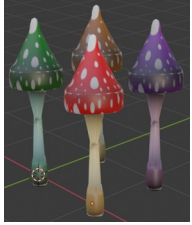
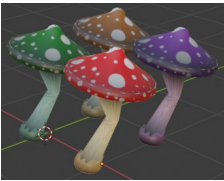


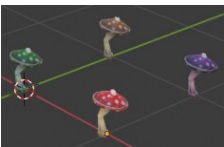
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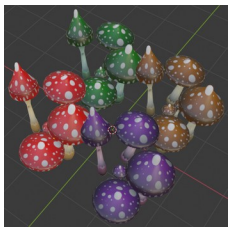

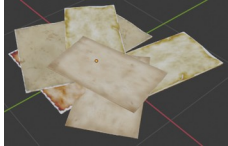

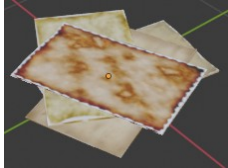
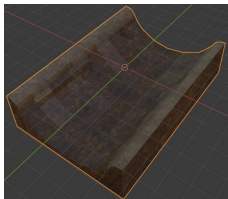
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	gibs_1_008.obj	CC0	Paul Wortmann	https://opengameart.org/content/3d-dungeon-debris-gibs
	gibs_1_009.obj	CC0	Paul Wortmann	https://opengameart.org/content/3d-dungeon-debris-gibs
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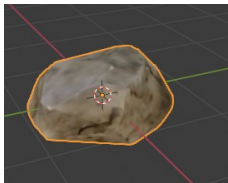

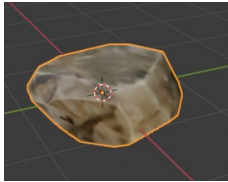
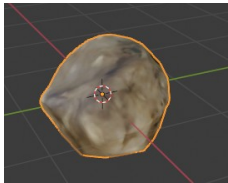
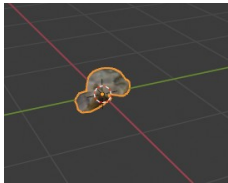
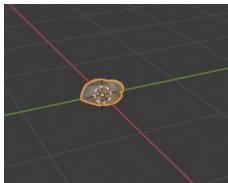
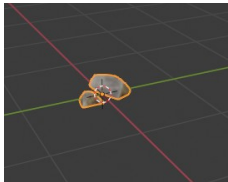
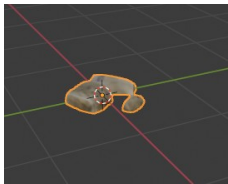
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	jar_1_001.obj	CC0	loafbrr_1	https://opengameart.org/content/breakable-boxes
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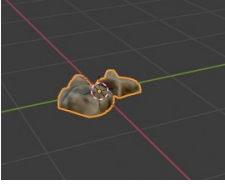
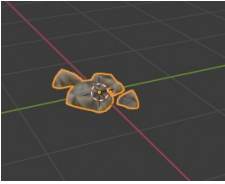

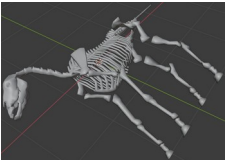
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	log_2_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
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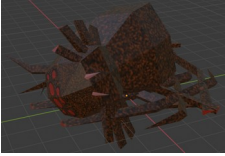



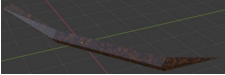
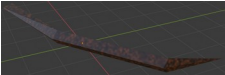

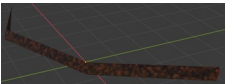
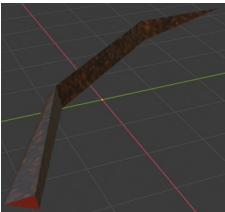
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	medieval_house_2_001.obj	CC0	Spiral	https://opengameart.org/content/old-medieval-house
	medieval_outhouse_1_001.obj	CC0	Daniel74	https://blendswap.com/blend/6695
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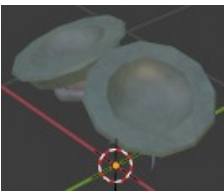
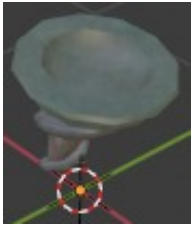
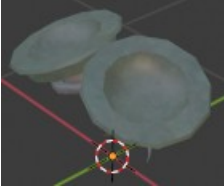

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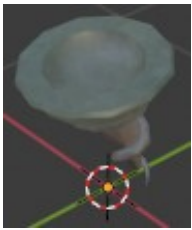








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	rock_12_001.obj	CC0	Rubberduck	https://opengameart.org/content/more-handpainted-rocks
	rock_13_001.obj	CC0	Rubberduck	https://opengameart.org/content/more-handpainted-rocks
	sawbuck_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
	shelf_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
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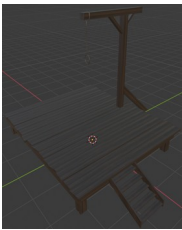

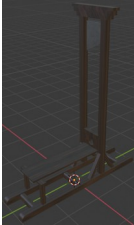
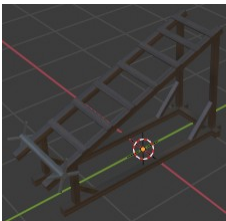
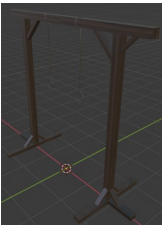




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	spider_1_debris_004.obj	CC0	Paul Wortmann	https://opengameart.org/content/spider-gibs
	spider_1_debris_005.obj	CC0	Paul Wortmann	https://opengameart.org/content/spider-gibs
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	spider_1_debris_007.obj	CC0	Paul Wortmann	https://opengameart.org/content/spider-gibs
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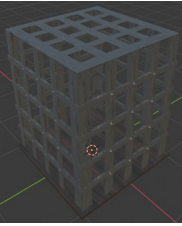

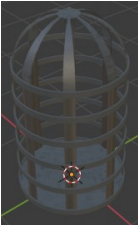





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	spider_1_debris_012.obj	CC0	Paul Wortmann	https://opengameart.org/content/spider-gibs
	spider_1_debris_013.obj	CC0	Paul Wortmann	https://opengameart.org/content/spider-gibs
	spiked_gib_1_001.obj	CC0	Paul Wortmann	https://opengameart.org/content/spiked-head-and-skull
	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


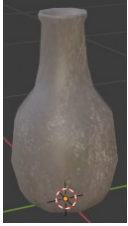



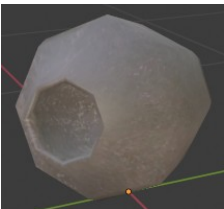
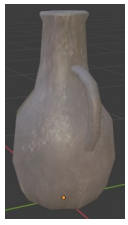
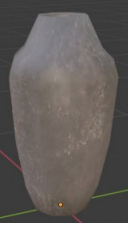
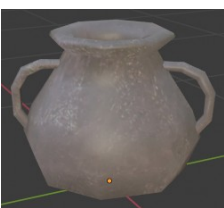
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	table_2_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
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	torch_1_001.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
	torch_1_002.obj	CC0	System G6	https://opengameart.org/content/medieval-tavern-props-pack
	torch_2_001.obj	CC0	rubberduck	https://opengameart.org/content/isometric-mug-and-torch-pack-flare
	torch_2_002.obj	CC0	rubberduck	https://opengameart.org/content/isometric-mug-and-torch-pack-flare
	torch_2_003.obj	CC0	rubberduck	https://opengameart.org/content/isometric-mug-and-torch-pack-flare


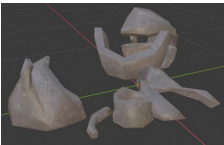
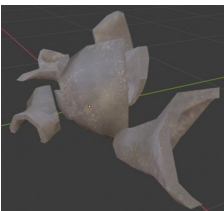
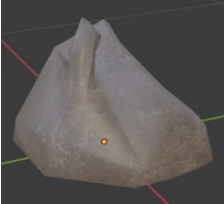
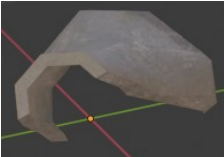


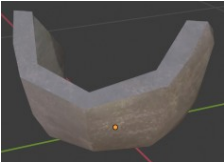
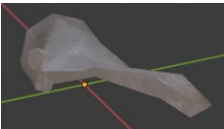
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	torch_2_007.obj	CC0	rubberduck	https://opengameart.org/content/isometric-mug-and-torch-pack-flare
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	torch_2_011.obj	CC0	rubberduck	https://opengameart.org/content/isometric-mug-and-torch-pack-flare
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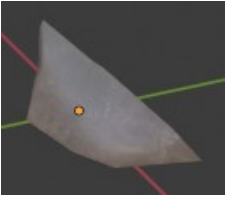



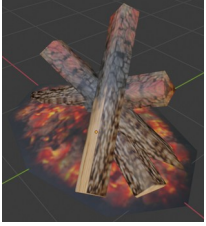
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