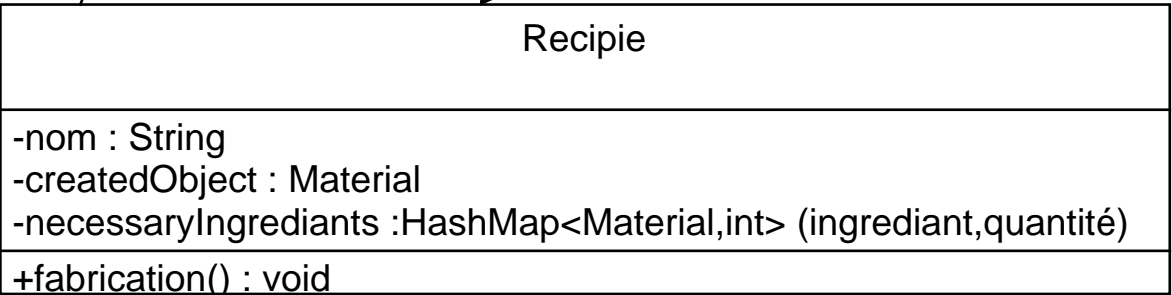
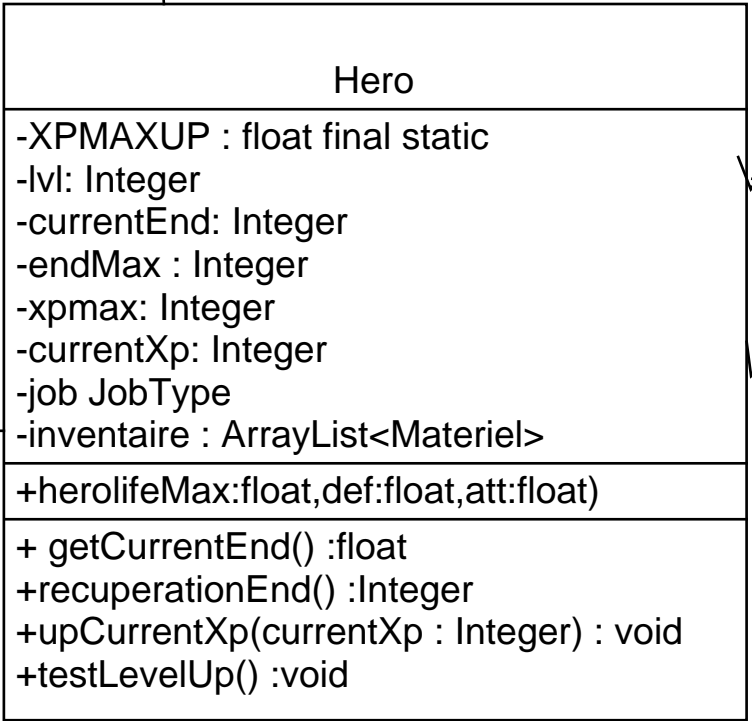
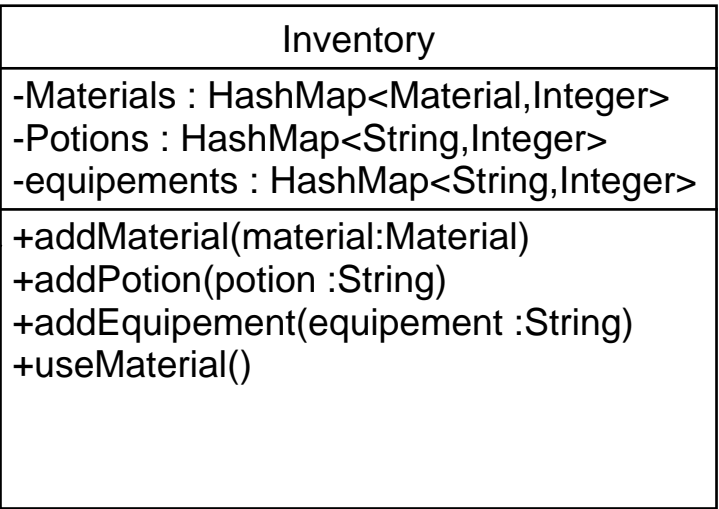
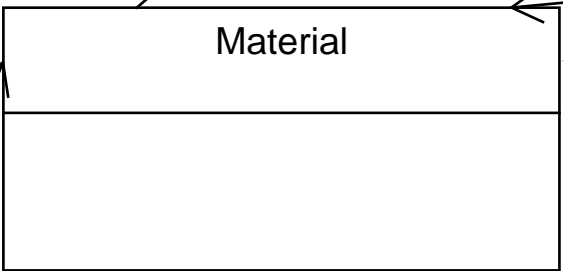
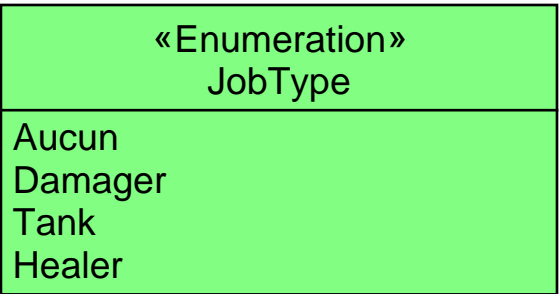
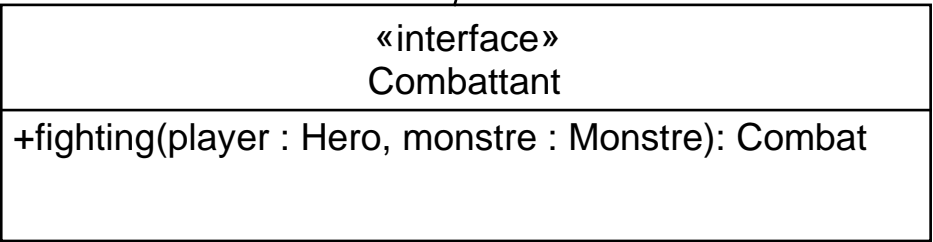
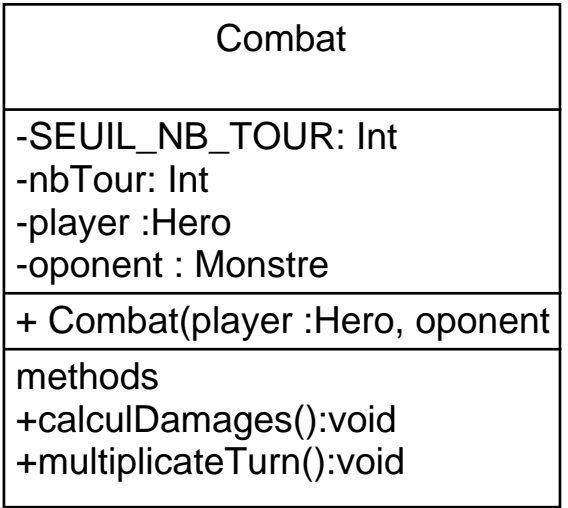
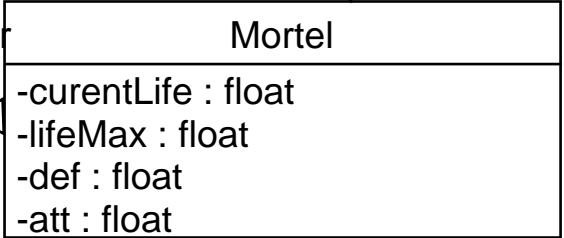
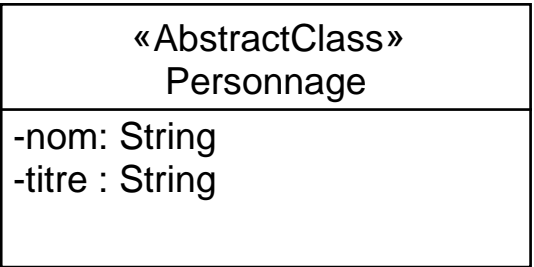
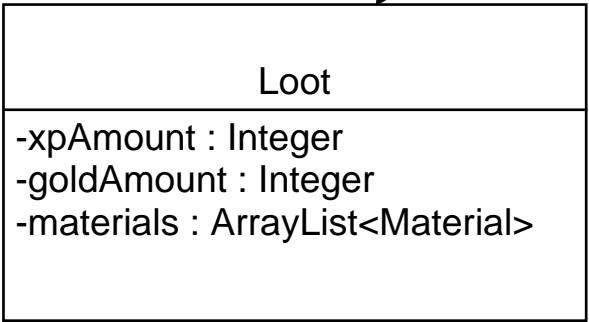
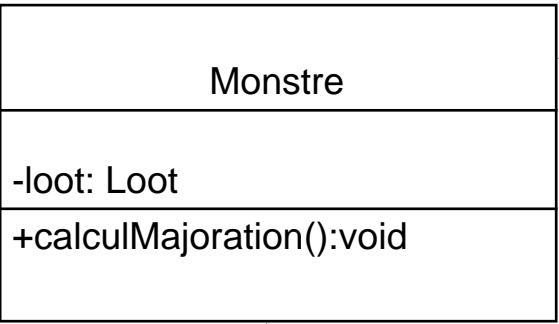
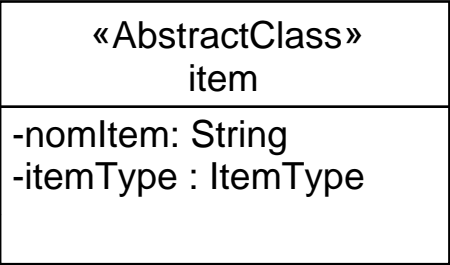
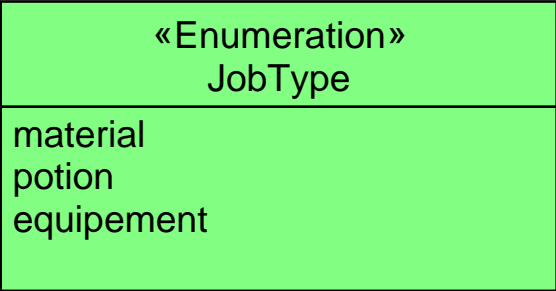


évolutions possibles à prévoir



ResultCraftingObject =
potion or equipement

Hashmap pour une version ultérieure
avec les quantités

