

# Static TR\_furn\_barrel\_...



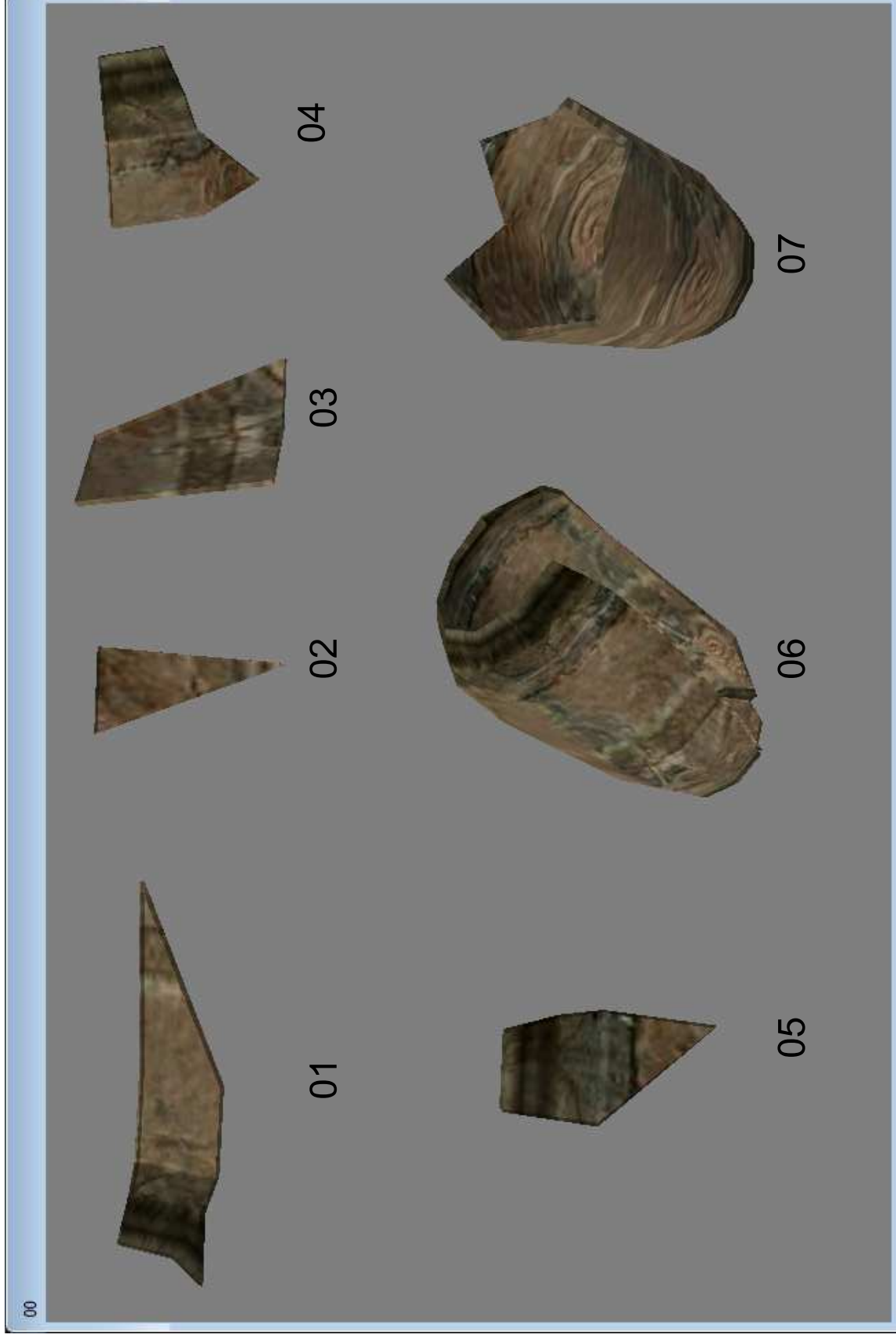
# TR\_furn\_bottle...



# TR\_furn\_de\_Pitcher\_broke...

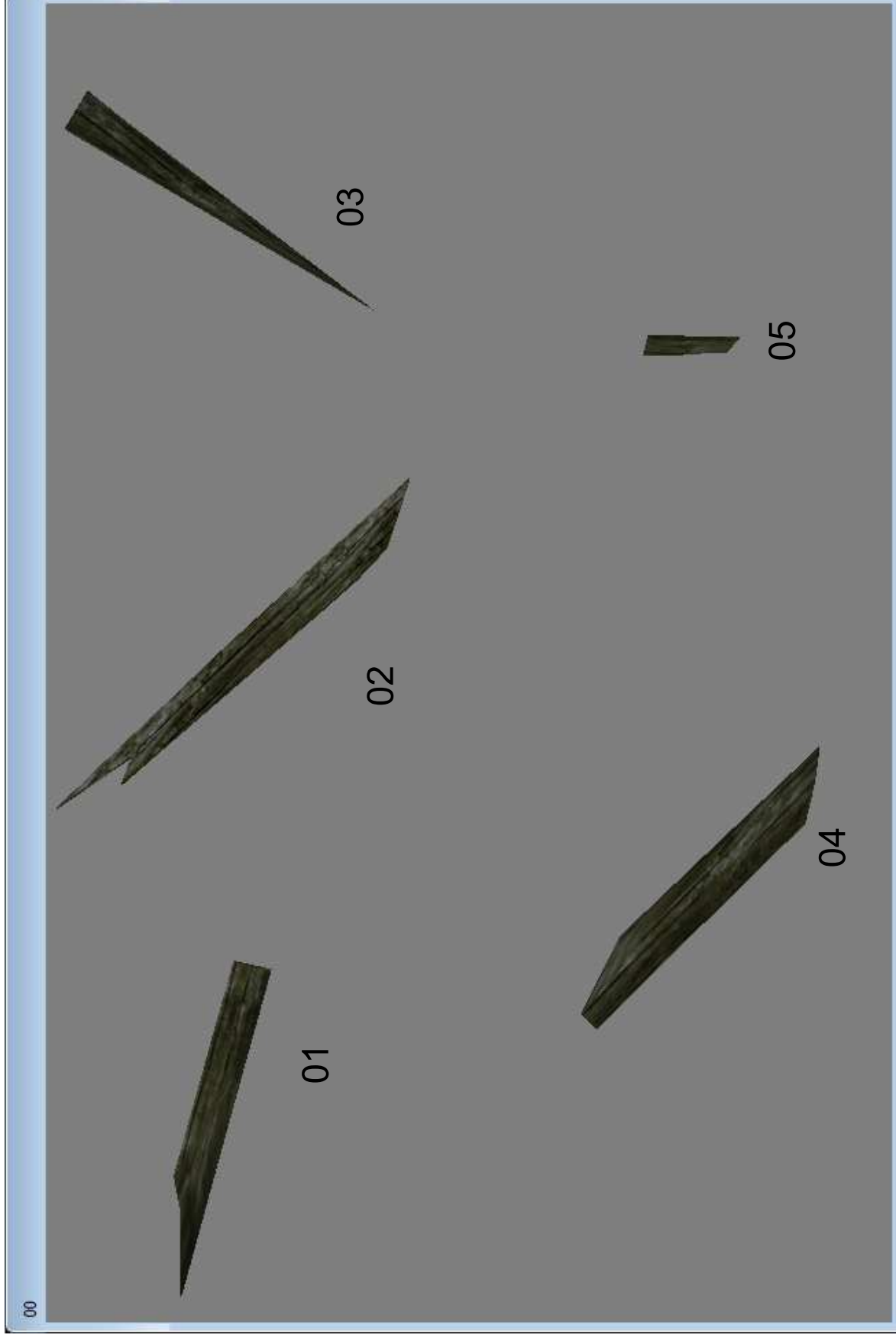


# TR\_furn\_de\_urn\_broke...



Note: Not to scale

# TR\_furn\_Plank\_broke...



# Furn\_...



chieftains\_chair



com\_rm\_chair\_03



com\_pm\_chair\_02

com\_r\_chair\_01



de\_p\_chair\_01



de\_p\_chair\_02



de\_r\_chair\_03



dwrv\_chair00

# TR\_furn\_com\_chair\_....



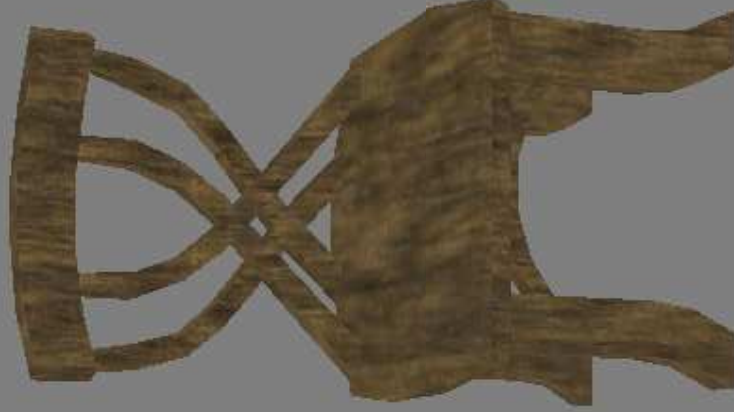
# TR\_furn\_....



de\_chair\_02



de\_r\_chair



De\_Rm\_Chair01



t\_chair\_01



# Benches

## Furn\_...



com\_p\_bench\_01



com\_rm\_bench\_02



de\_ex\_bench\_01



de\_p\_bench\_03



de\_p\_bench\_04



de\_r\_bench\_01



de\_r\_bench\_02

# furn\_dwrv\_bench



# TR\_furn\_de\_...

00



p\_bench\_03



p\_bench\_04



Rm\_Bench

# Bookcases

furn\_...

00



com\_r\_bookshelf\_01



com\_rm\_bookshelf\_02



de\_p\_bookshelf\_01



De\_R\_Bookshelf\_02

furn\_dwrv\_bookshelf00



# TR\_furn\_com\_wallscreen\_...



# Tables

Furn\_com\_...

00



r\_table\_01



rm\_table\_03



rm\_table\_04



rm\_table\_05



table\_colony

# furn\_de\_ex\_table\_...

00



01



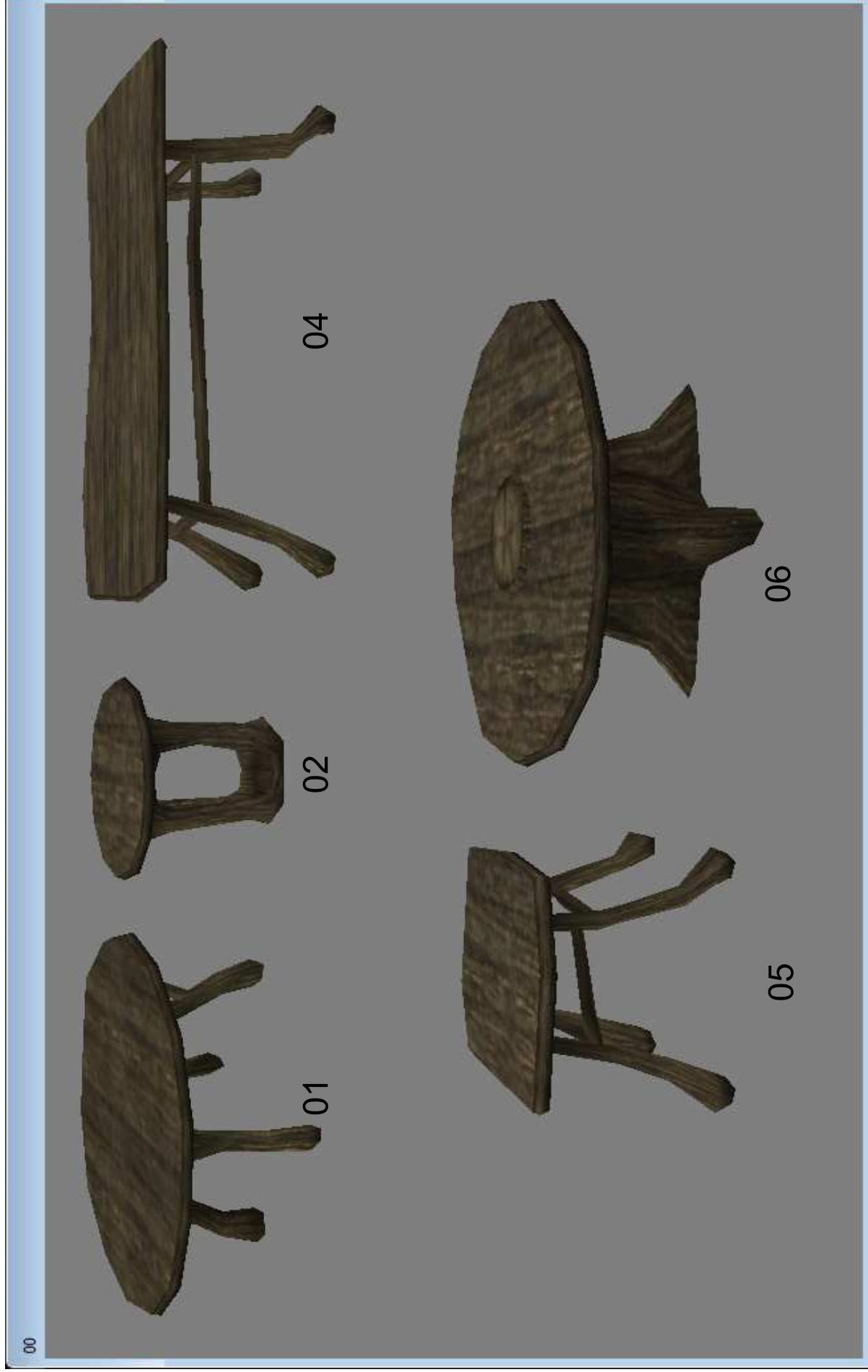
02



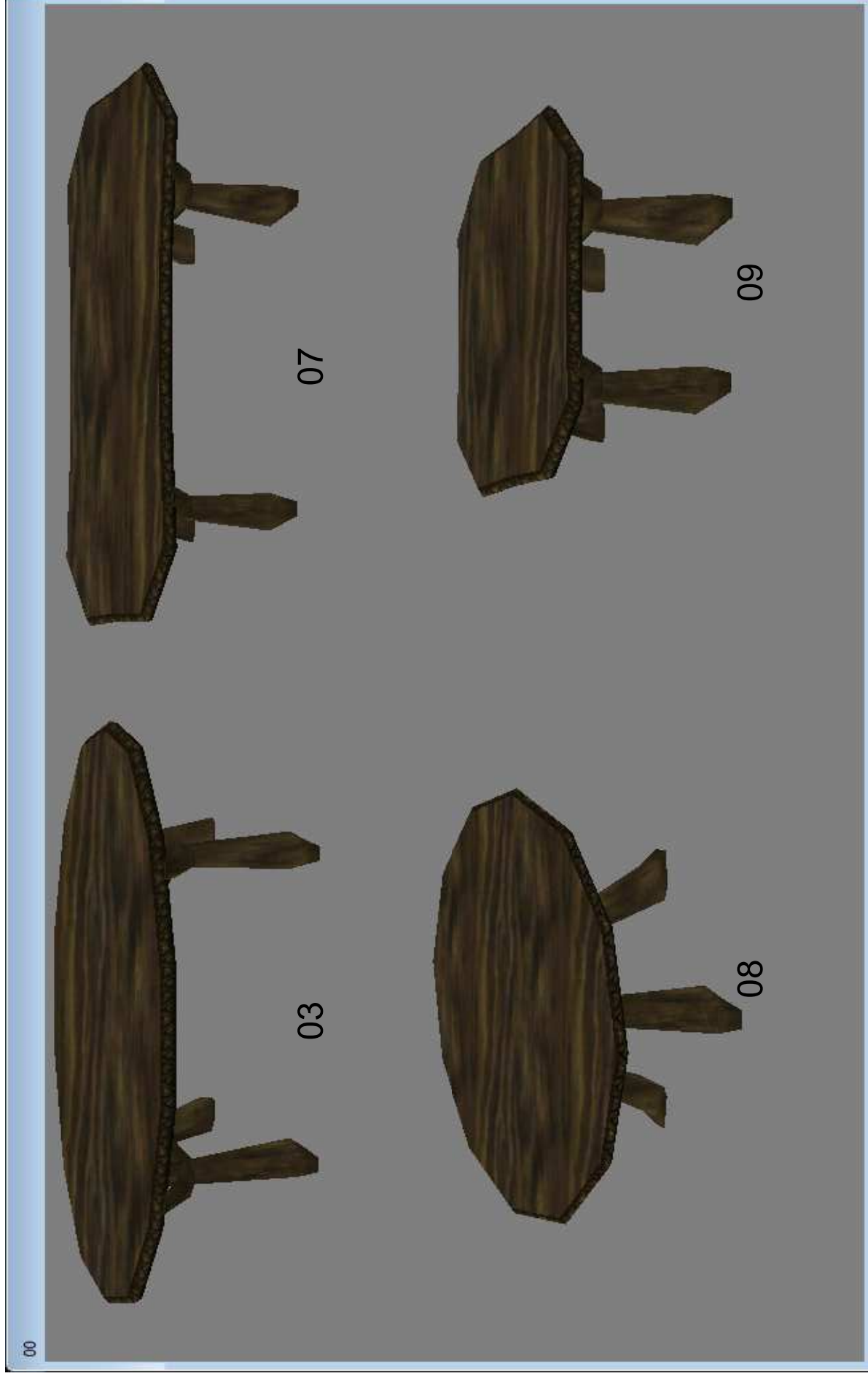
03



# furn\_de\_p\_table\_...



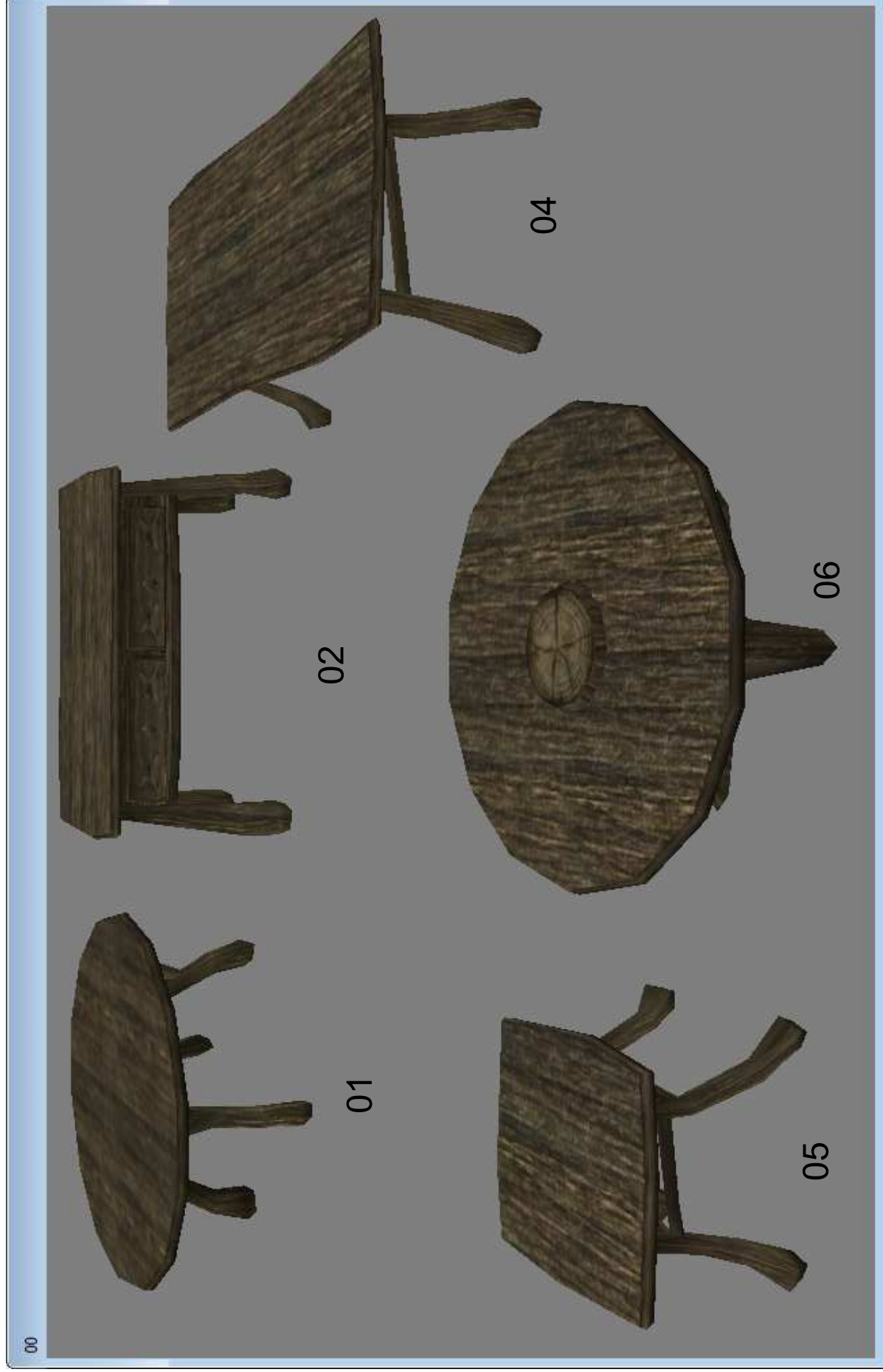
# furn\_de\_r\_table\_...



# furn\_de\_table10



# TR\_furn\_de\_p\_table\_...



# TR\_furn\_....

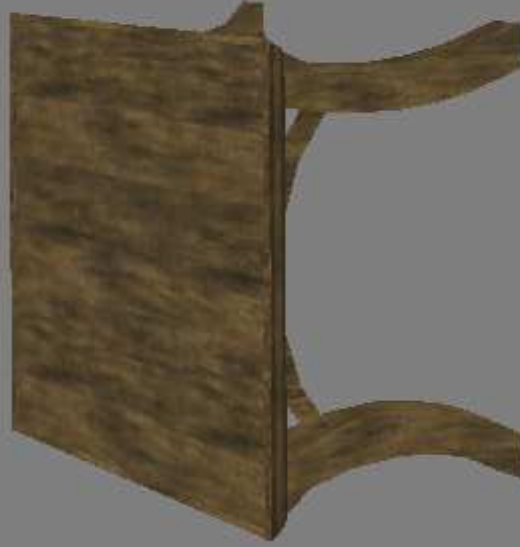
00



De\_Rm\_Table01



De\_Rm\_Table02



De\_Rm\_Table03



t\_table\_01

# TR\_furn\_crate\_...

00



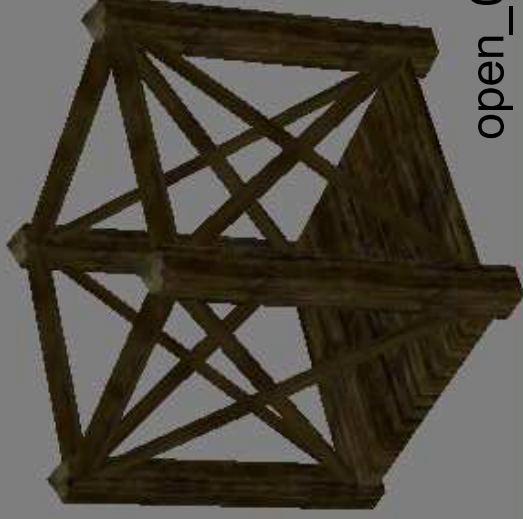
broke01



broke02

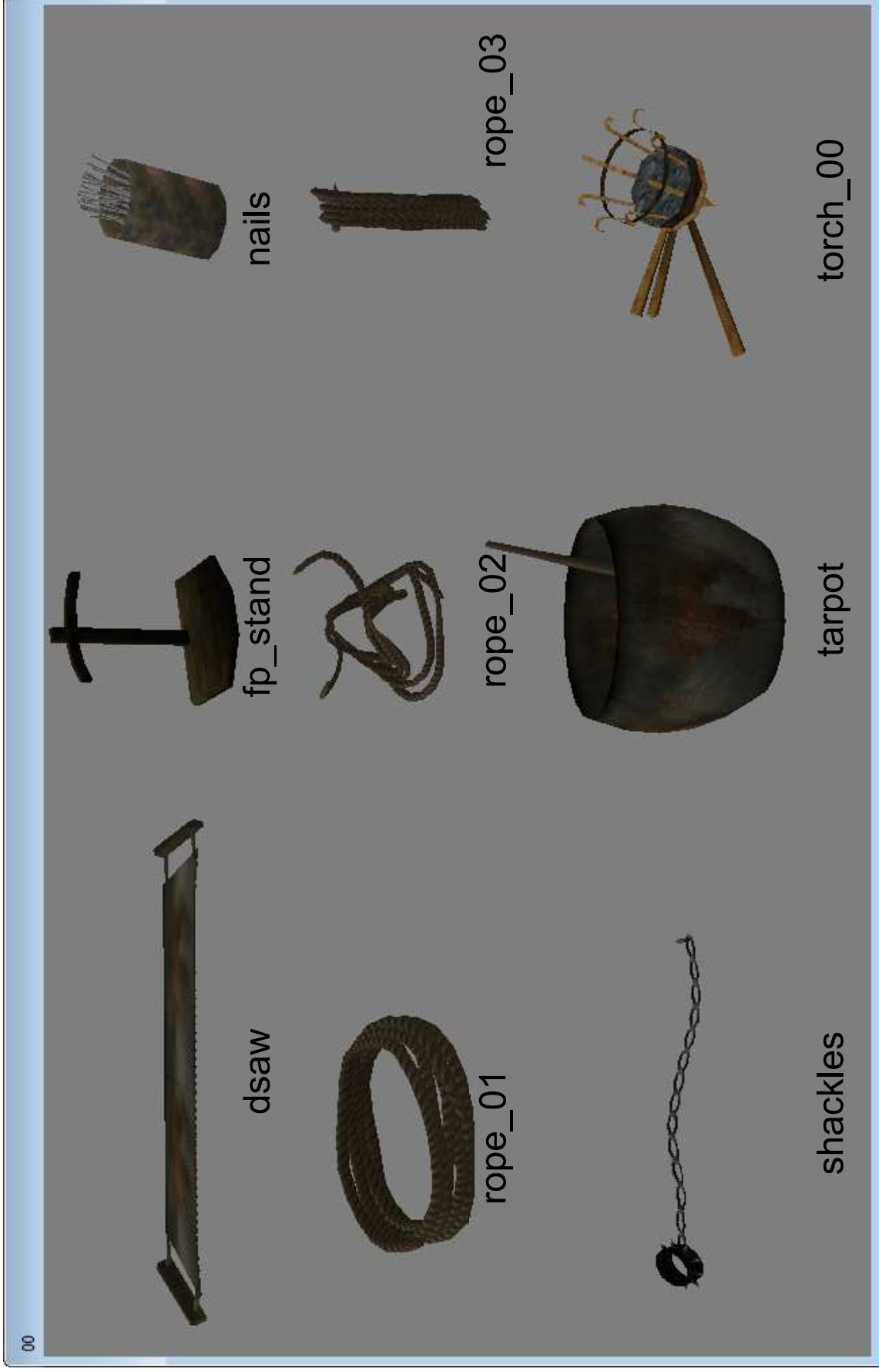


open\_04



open\_05

# TR\_furn\_com\_....



Note: Items are NOT to scale

# tr\_furn\_com\_painting...

00



1\_01



1\_02



2\_01



2\_02



3\_01



4\_01

Note: paintings are to scale



# Furn\_colony\_wolfrug01



# furn\_de\_rug\_

00



01



02

# Furn\_de\_rug\_big\_ ...



# Furn\_rug\_....



bearskin



redwolf



whitewolf

# tr\_furn\_com\_rug\_...

00



ay01



ay02a



ay02b



ay03



ay04a



ay04b



ay05

Note: Some rugs do not drop with "F" key

# tr\_furn\_com\_rug\_...



001



002



003



004

# tr\_furn\_com\_rug\_...



r01



r02



r03



r04



r05



r06



r07

# tr\_furn\_com\_rug\_

00



sq02



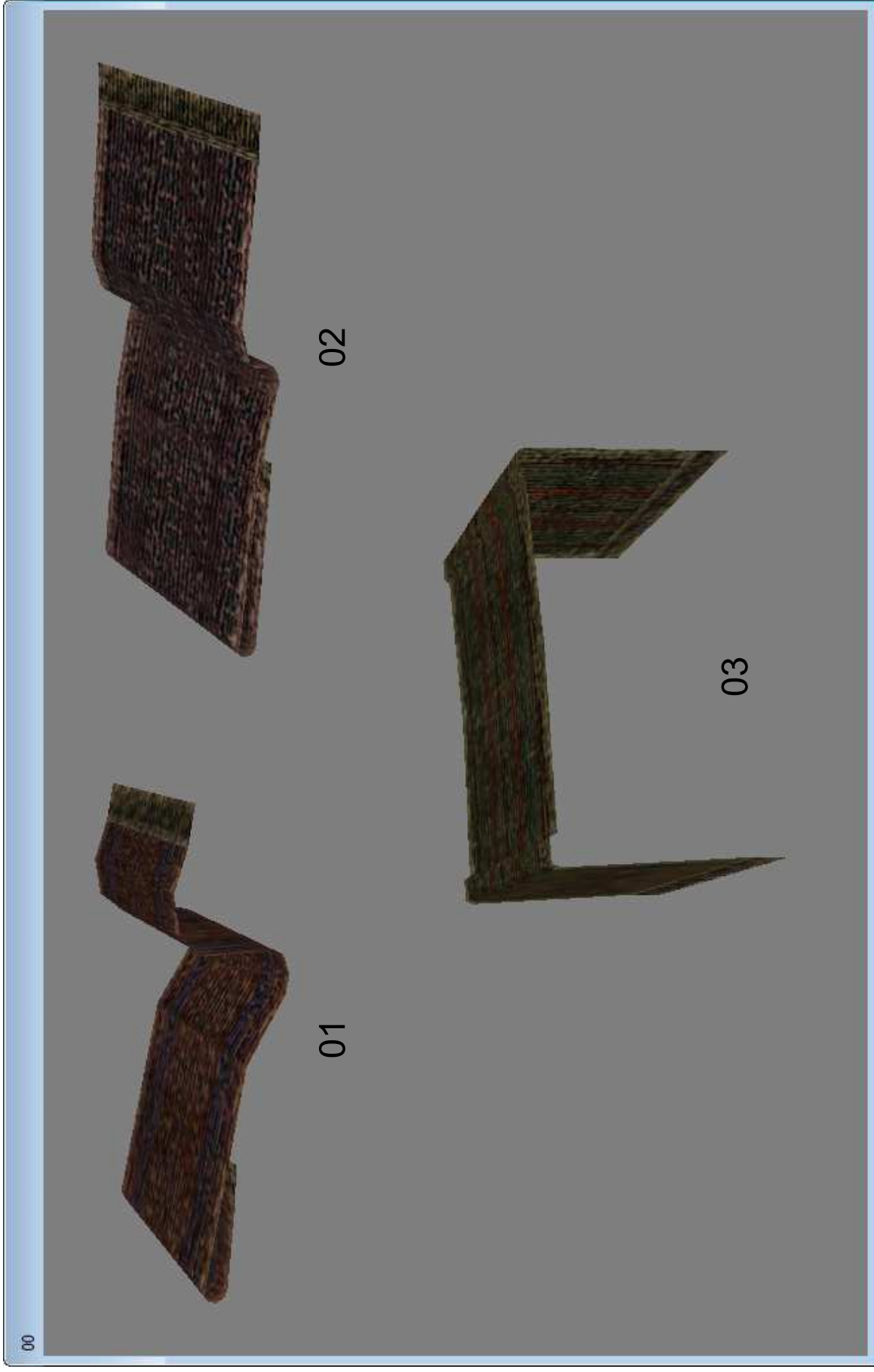
sq03



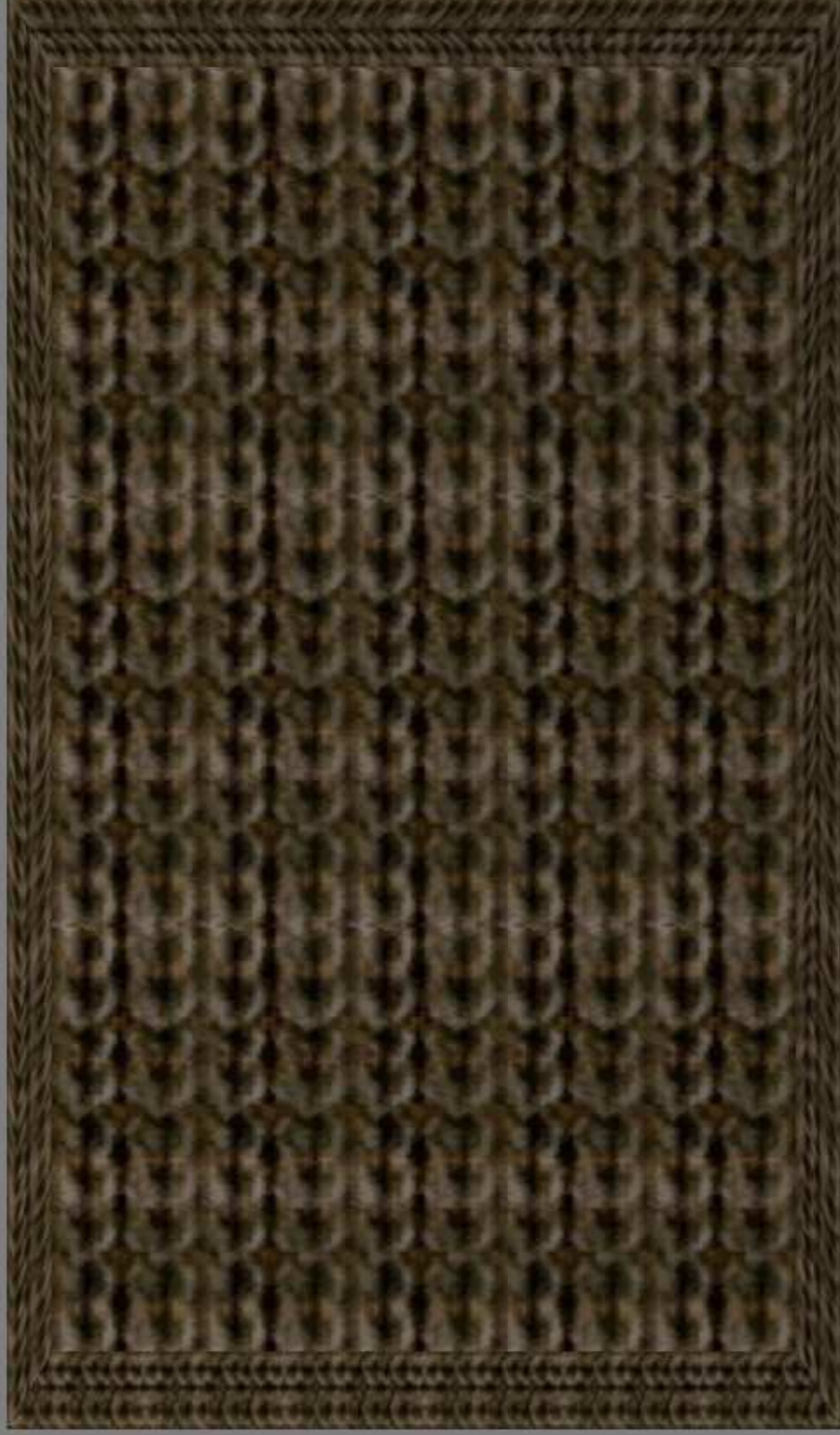
square



# TR\_furn\_cot\_rug\_...



# TR\_furn\_rug\_04



# furn\_c\_t\_...

00



akatosh\_01



apprentice\_01



arkay\_01



dibella\_01



golem\_01



julianos\_01



kynareth\_01



lady\_01



lord\_01



lover\_01

# furn\_c\_t\_...

00



mara\_01



ritual\_01



shadow\_01



steed\_01



stendarr\_01



their\_01



tower\_01



warrior\_01



wizard\_01



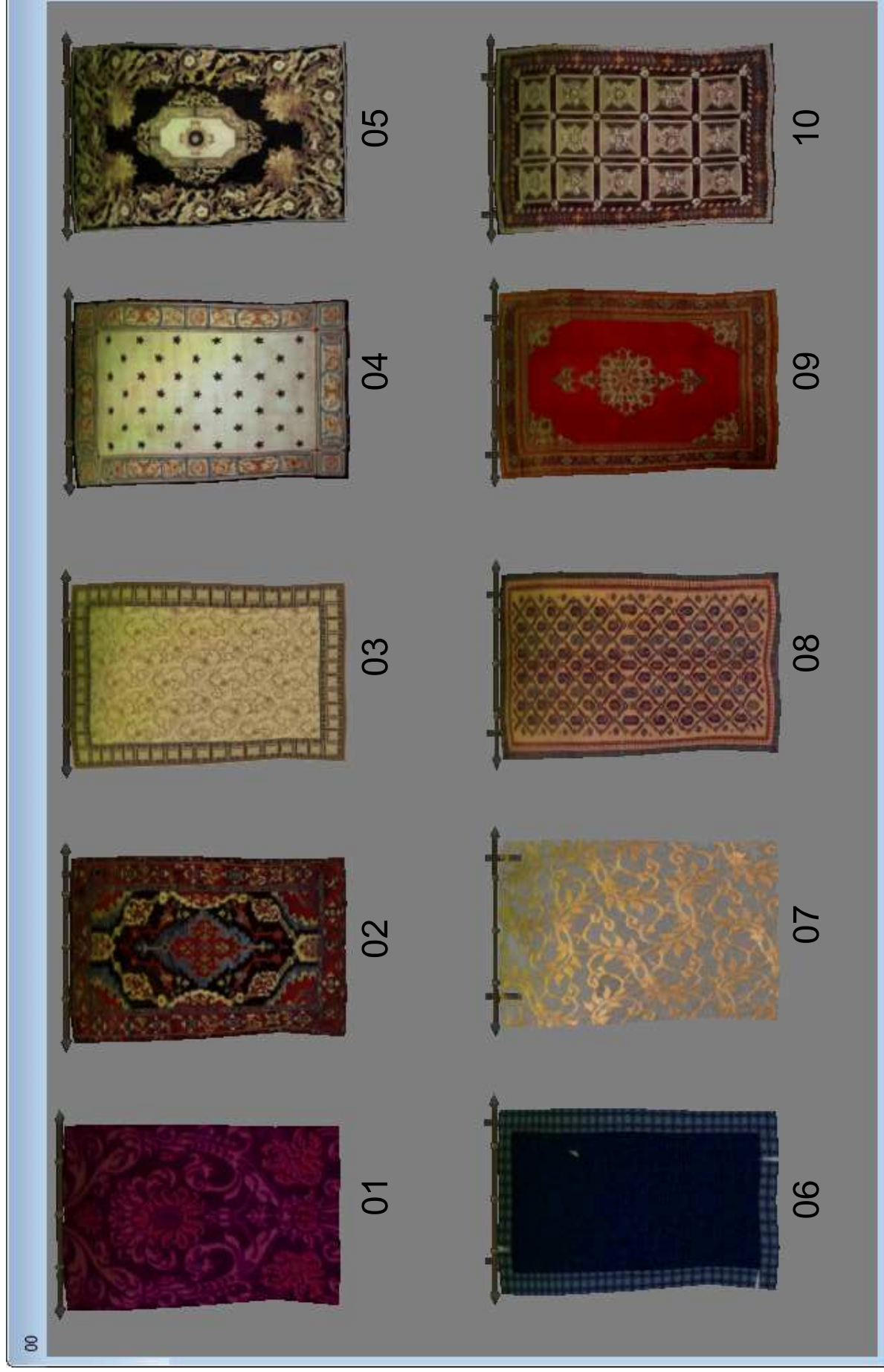
zenithar\_01

# TR\_furn\_com\_tapest...



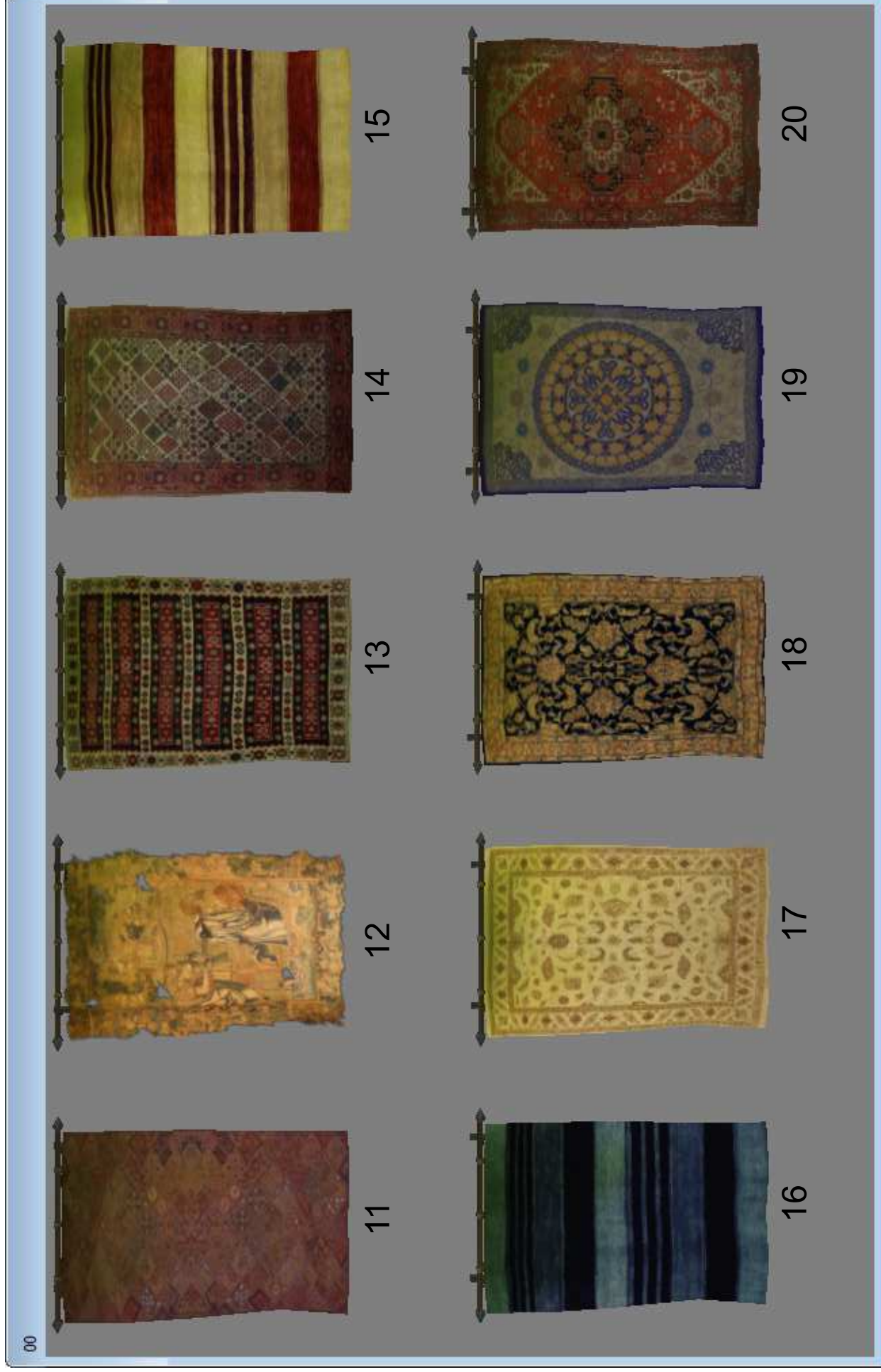
NOTE: Additional lights used to see some of these tapestries

# TR\_furn\_com\_tapestry...



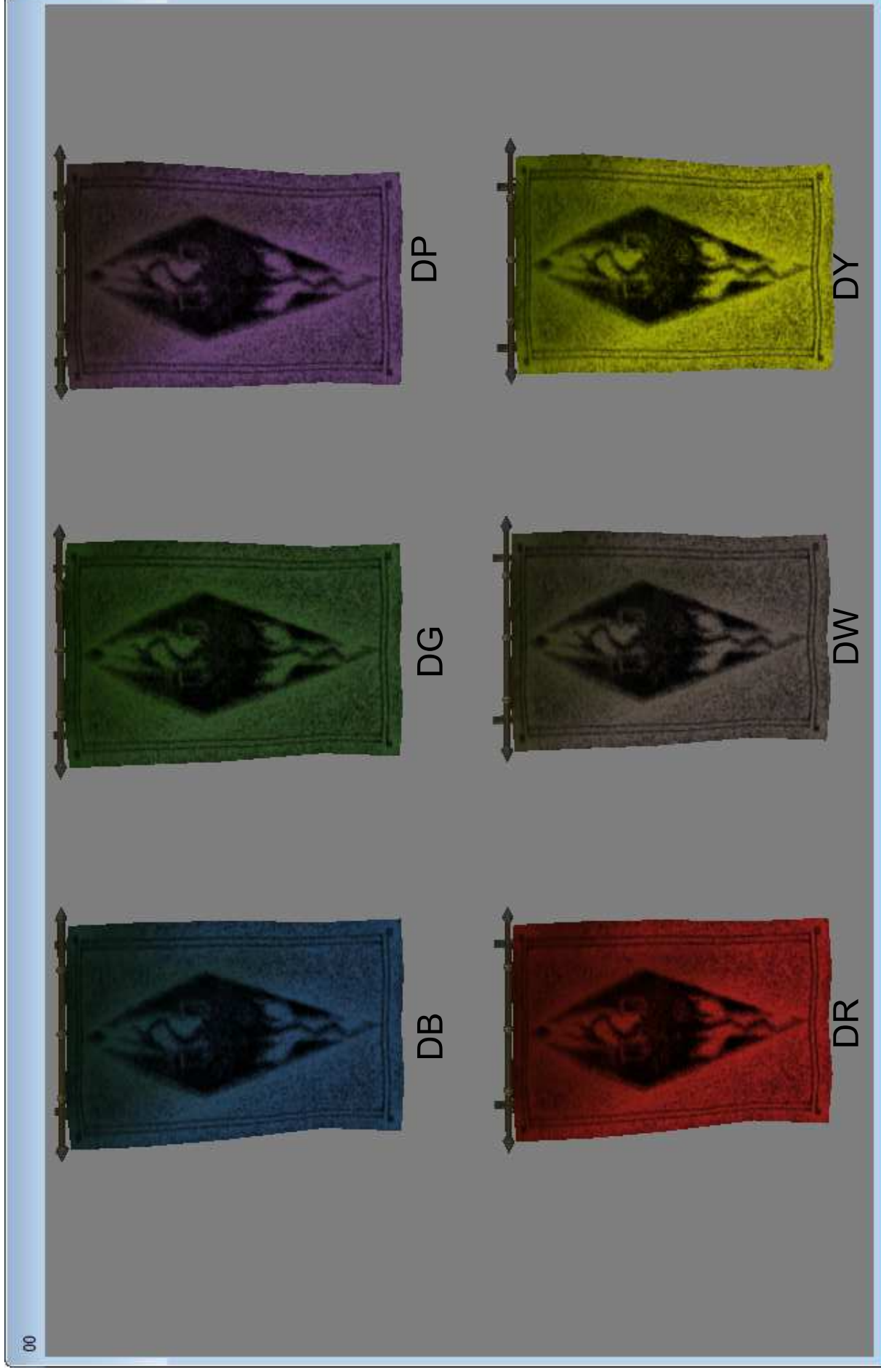
NOTE: Additional light sources used

# TR\_furn\_com\_tapestry...



NOTE: Additional light sources used

# TR\_furn\_com\_tapestry...



NOTE: Additional light sources used



# TR\_furn\_de\_tapestry\_...



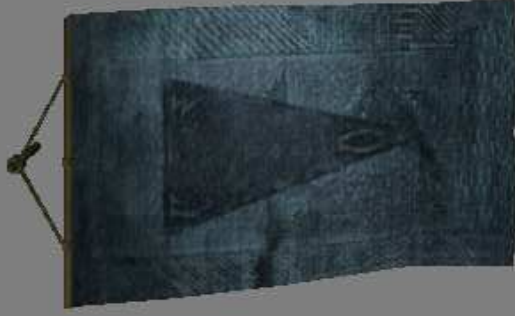
NOTE: Additional light sources used

# TR\_furn\_de\_tapestry\_...



NOTE: Additional light sources used

# TR\_furn\_de\_tapestry\_...



TB



TG



TP



TW



TY

# TR\_furn\_ind\_tapestry\_...



1

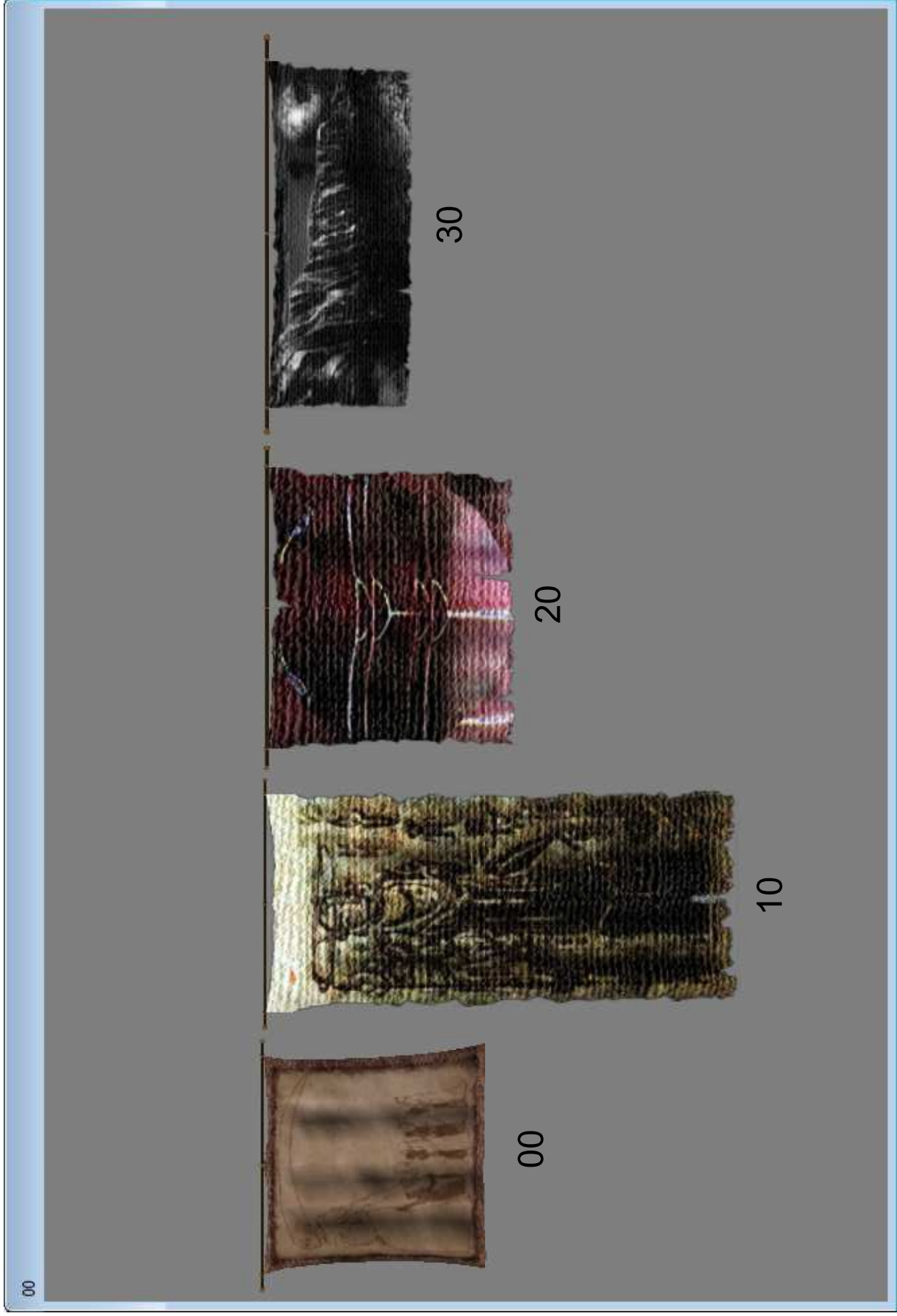


2



3

# TR\_furn\_tapestry...



# Banner Hangers

00



Furn\_banner\_hanger\_01



furn\_de\_bannerpost\_01



furn\_de\_bannerpost\_02

# Furn\_banner\_....

00



helseth\_01



helseth\_02



imp\_01



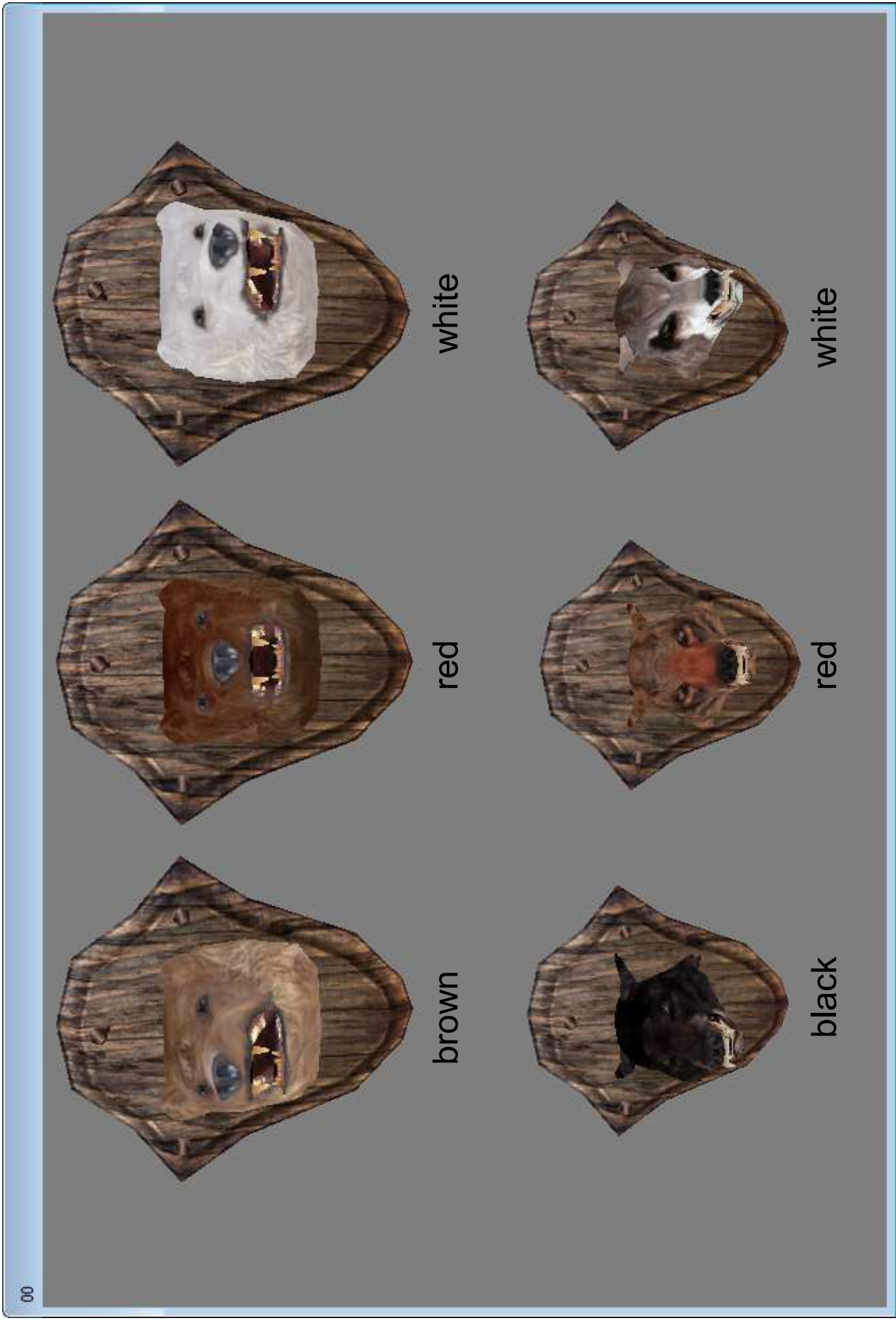
stage\_01

# furn\_banner\_temple\_...\_indoors





# bm\_bearhead\_... / bm\_wolfhead\_...



# TR\_furn\_plaque\_alit\_...

00



01



02

# TR\_furn\_plaque\_arg...

00



F\_01



F\_02



F\_03



M\_01

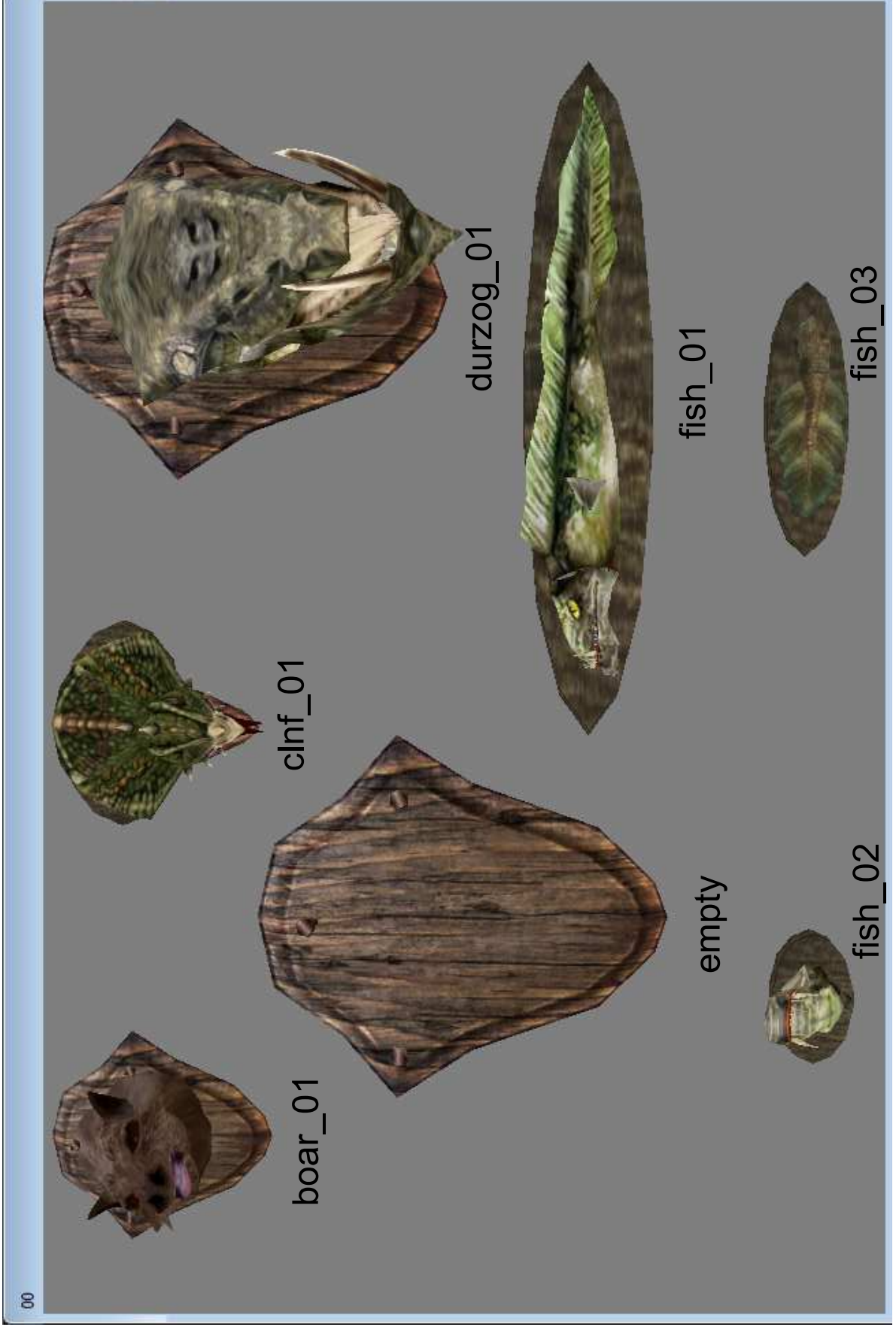


M\_02



M\_03

# TR\_furn\_plaque\_...



# TR\_furn\_plaque\_...



kgouti\_01



kgti\_02

# TR\_furn\_plaque\_kha...

00



F\_01



F\_02



F\_03



M\_01



M\_02



M\_03



M\_04

# TR\_furn\_plaque\_...



nix\_01



ogrm\_01



troll\_01

# TR\_m1\_FWCE\_CTPos\_...

00



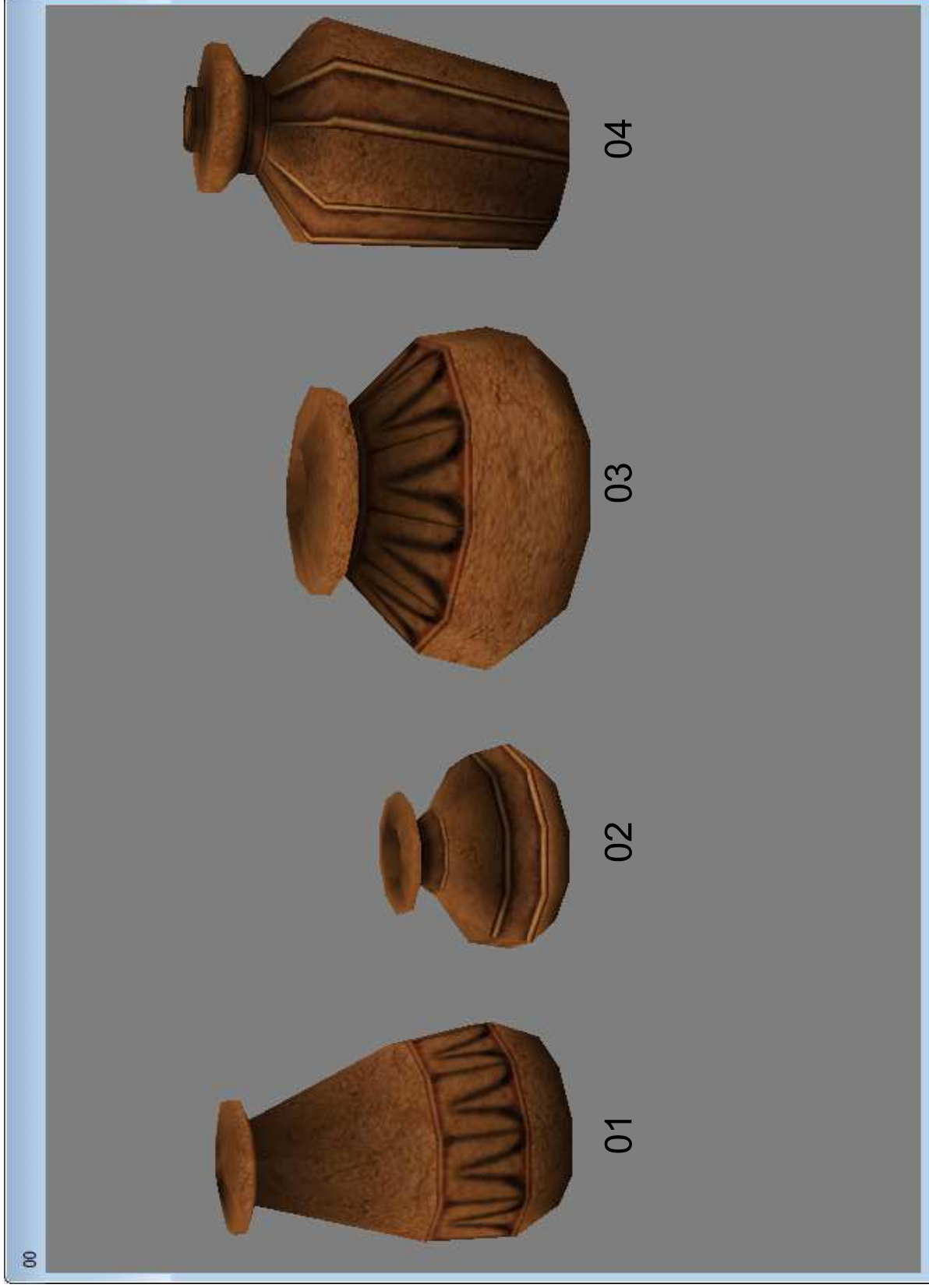
01\_UG



02\_UG



# TR\_pot\_redware\_



# Static Miscellaneous Items



# Water Containers

## TR\_Furn\_...

00



Basin\_01



basin\_02



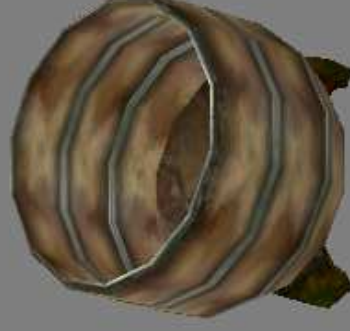
Bath\_DG



HBarrel\_DG



cistern\_01



cistern\_02