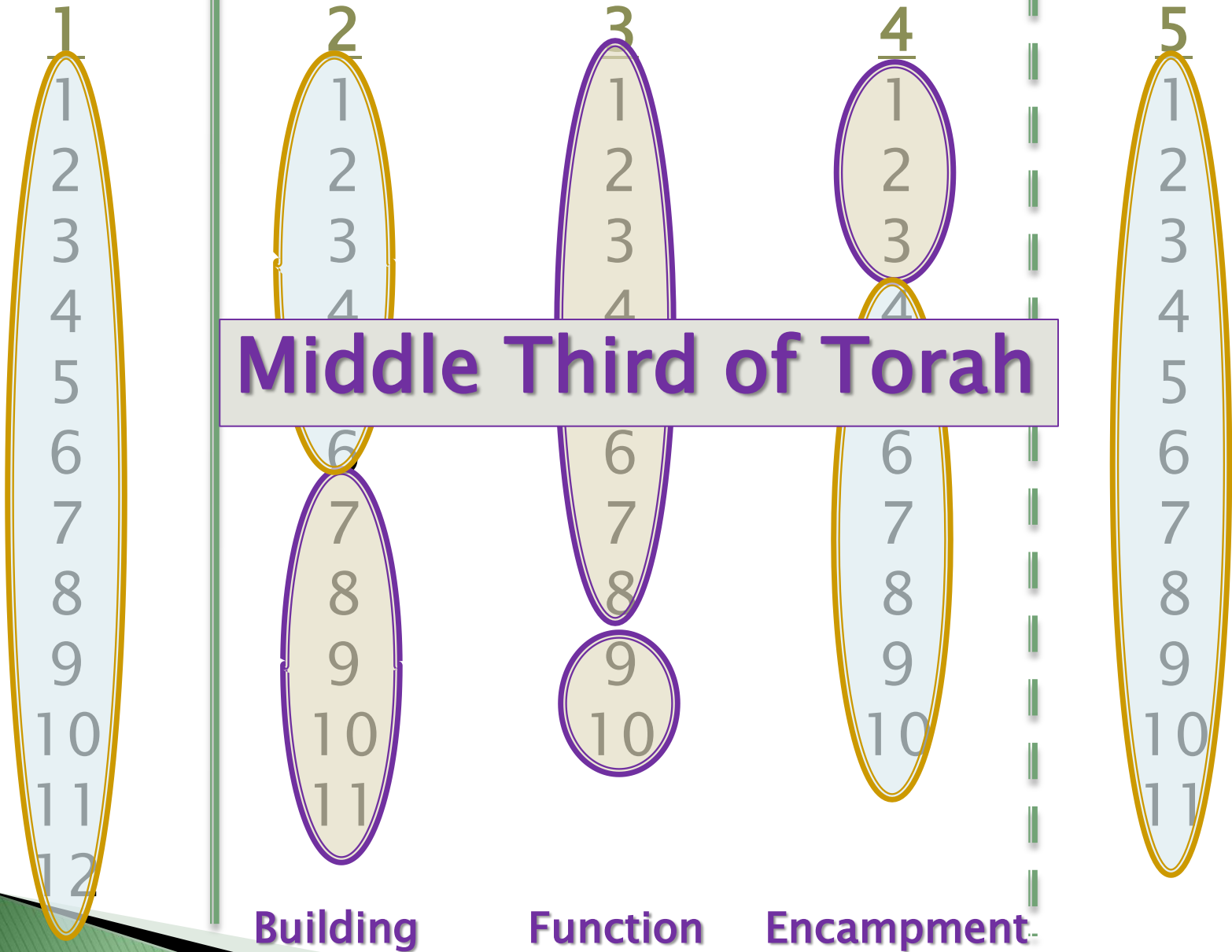


# Tabernacle (16/31)



**Building**

**Function**

**Encampment**