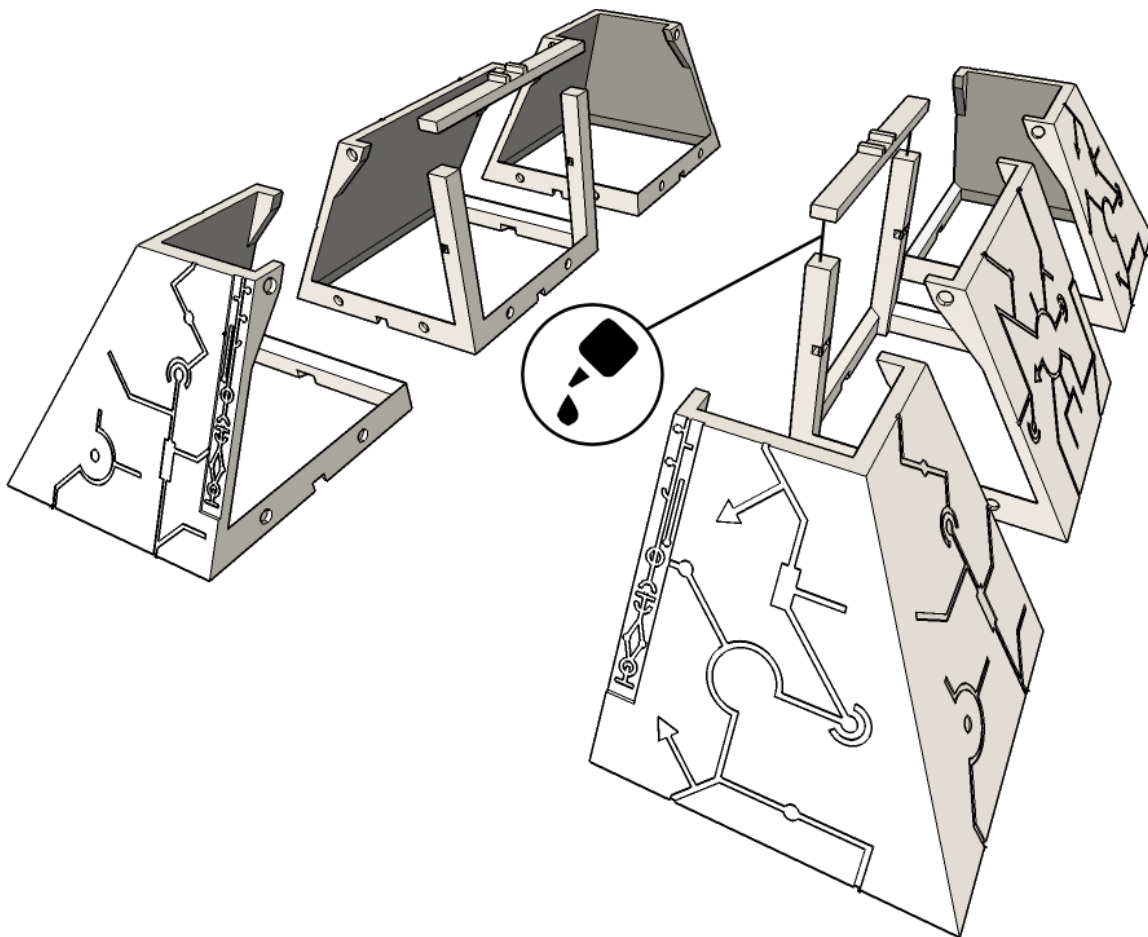


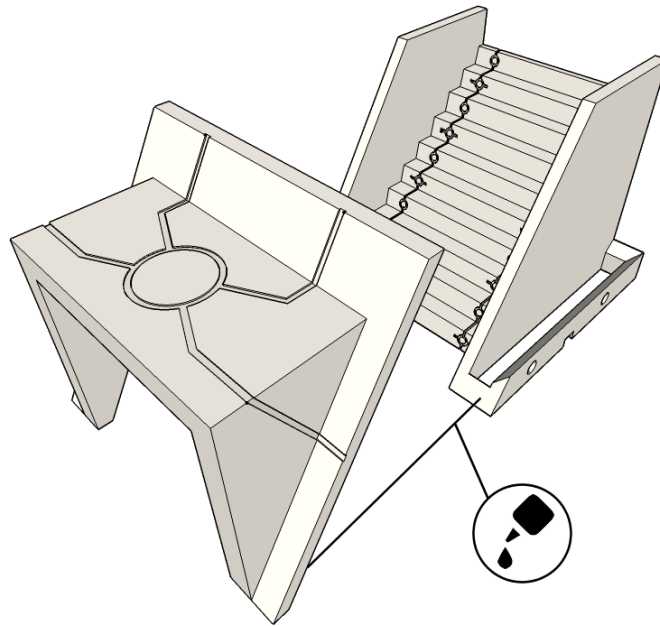


NECRONTYR PYRAMID

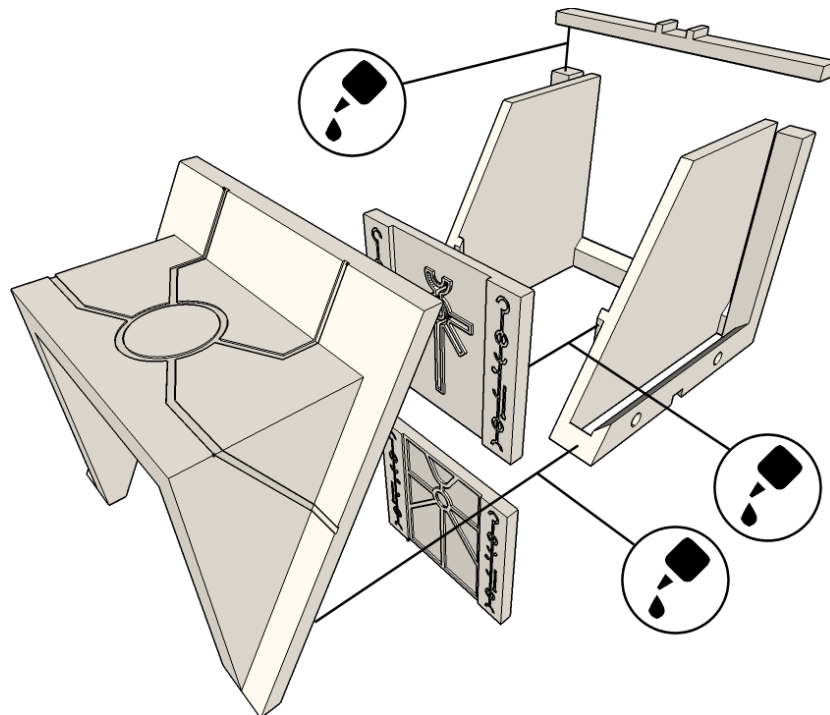
- ① *Pyramid-level1_cornerA.STL* x 2
- Pyramid-level1_cornerB.STL* x 2
- Pyramid-straight.STL* x 2
- Pyramid-beams.STL*



② *Pyramid-steps.STL*
Pyramid-doorframe.STL

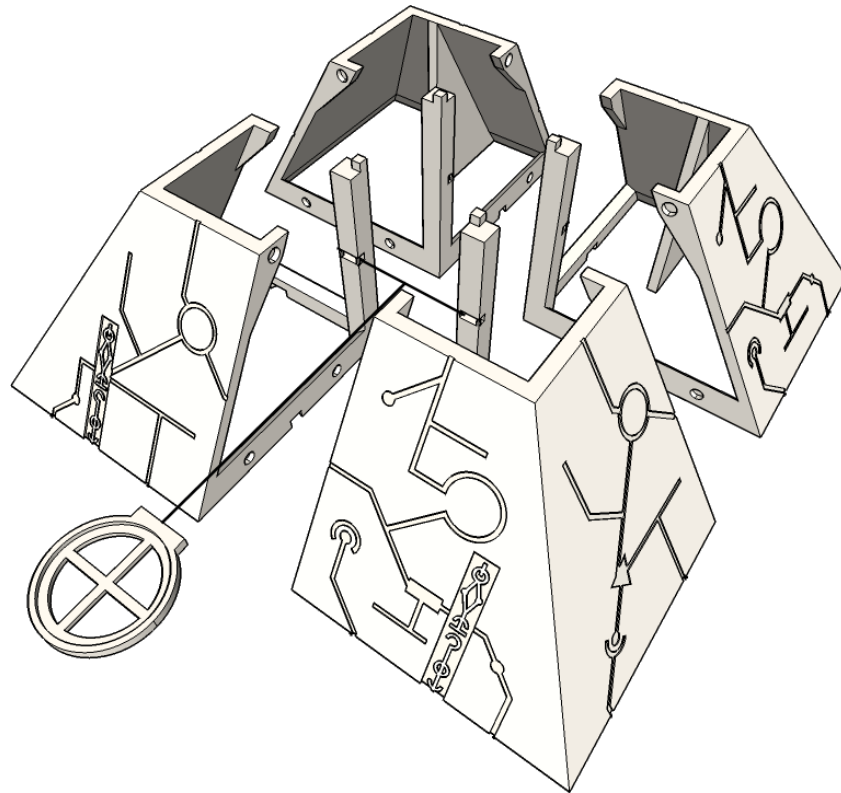


③ *Pyramid-doorway.STL*
Pyramid-doorframe.STL
Pyramid-door_cutout.STL **OR** *Pyramid-door_solid.STL*



④ *Pyramid-level2_cornerA.STL* x 2
Pyramid-level2_cornerB.STL x 2

Pyramid-lightbracket.STL (optional)



- ⑤ *Pyramid-dicebox_cornerA.STL*
Pyramid-dicebox_cornerB.STL
Pyramid-dicebox_underslope.STL
Pyramid-dicebox_lowerslopeA.STL
Pyramid-dicebox_lowerslopeB.STL
Pyramid-dicebox_lowerslope_wallA.STL
Pyramid-dicebox_lowerslope_wallB.STL
- Pyramid-dicebox_tray.STL* (optional)

