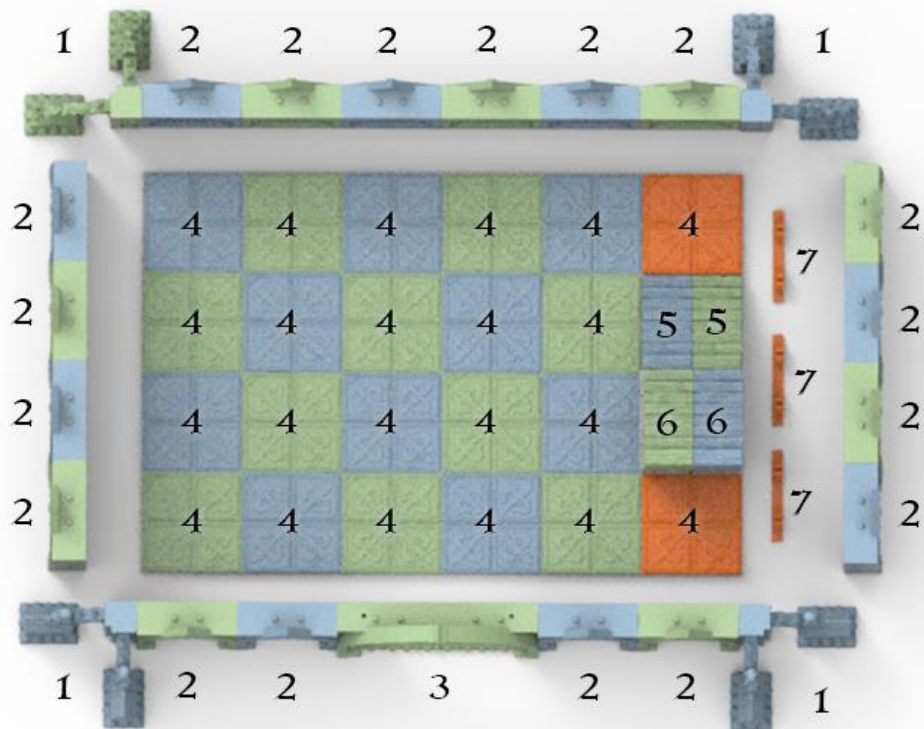


Ruined Deamon Ossiary



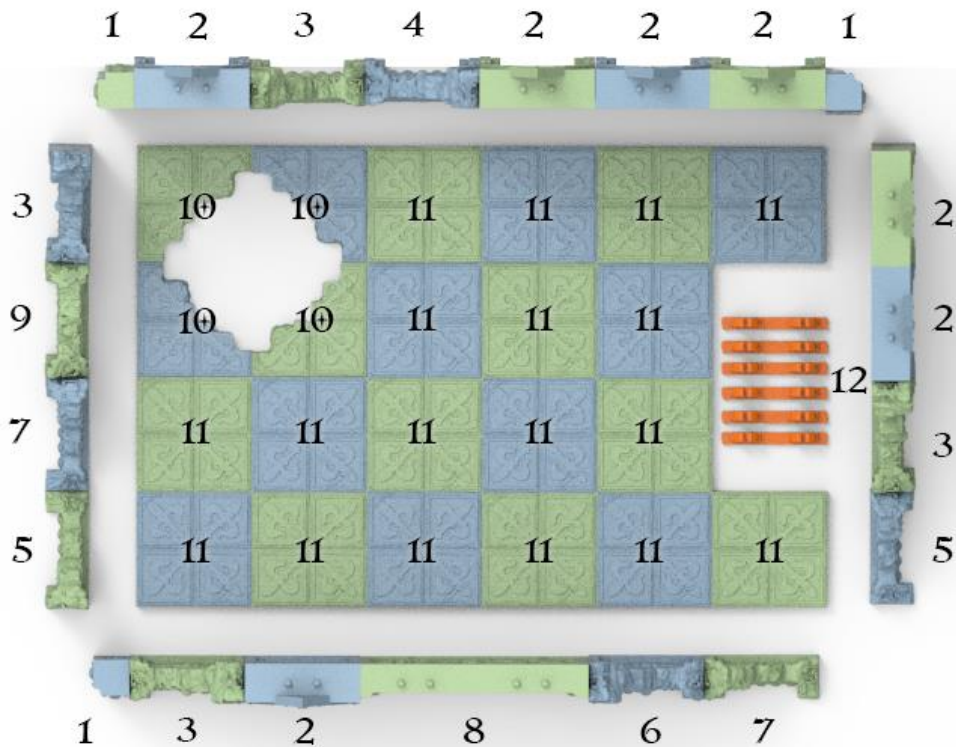
Ruined Demon Ossiary Ground Floor



Number	Product	File Name	Quantity
1	Demon Flying Buttress	Gothic Buttress L Demon	4
2	Demon Window	A1 Gothic Demon Window	16
3	Demon Door	Q Gothic Demon Doorway Q Gothic Demon Door A Q Gothic Demon Door B	1 1 1
4	Cathedral Floor Options	E Gothic Floor 1	22
5	Rustic Stone and Wood Stairs	S Full Schist Wood Stair	2
6	Rustic Stone and Wood Stairs Schist Walls	S Full Schist Wood Stair I Wall Column Schist	2 4
7	Clip Caps	A Wall Schist Clip Caps Horizontal	3

Use the Clip Caps to hide the OpenLOCK ports on the NO#6 Raised Stairs. You will have to glue the stairs to the top of the Columns to hold it in place.

Ruined Demon Ossuary Second Floor

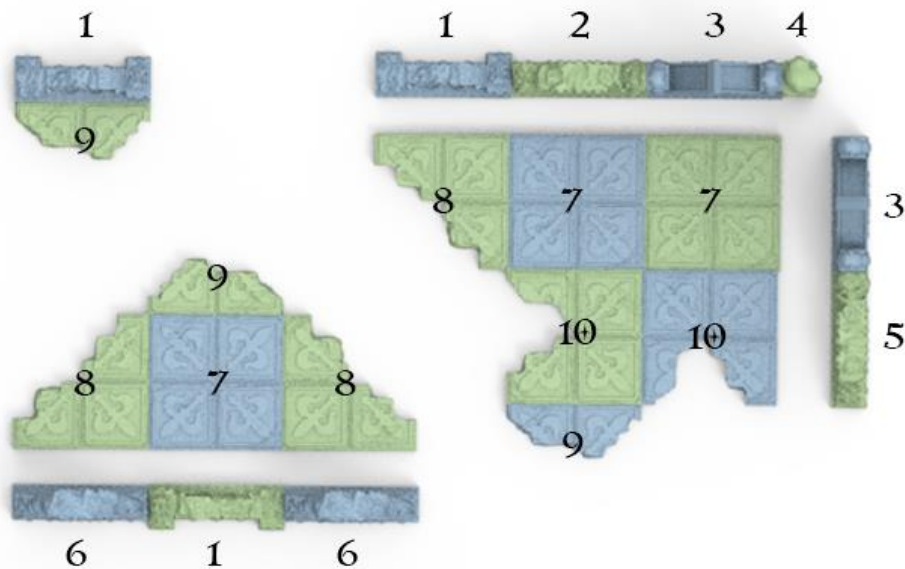


Number	Product	File Name	Quantity
1	Demon Column	Column L Demon B	5
2	Demon Window	A1 Gothic Demon Window	7
3	Demon Ruins	AR1 Gothic Demon Window	4
4	Demon Ruins	AR1 Gothic Demon Window (MIR)	1
5	Demon Ruins	AR3 Gothic Demon Window	3
6	Demon Ruins	AR1 Gothic Demon Window (MIR)	1
7	Demon Ruins	AR3 Gothic Demon Window (MIR)	2
8	Demon Rose Window	Q Gothic Demon Rosetta	1
9	Demon Ruins	AR2 Gothic Ruins	1
10	Cathedral Ruins	ER1 Gothic Floor 1	4
11	Cathedral Floor Options	E Gothic Floor 1	18
12	Clip Caps	A Wall Schist Clip Caps Horizontal	6

Use the Clip Caps to hide the OpenLOCK ports on the open E tiles next to the Stairs. Any pieces marked as (MIR) has been mirrored using the function in the slicer. You can find a piece on how to achieve this here:

<https://www.printablescenery.com/2020/01/24/mirroring-your-models/>

Ruined Deamon Ossiary Roof



Number	Product	File Name	Quantity
1	Demon Ruins	AR 2 Demon Wall Low	3
2	Demon Ruins	AR1 Demon Wall Low B	1
3	Demon Walls	AR1 Demon Wall Low B	2
4	Demon Columns	Column L Demon Low	1
5	Demon Ruins	AR2 Demon Wall Low (MIR)	1
6	Demon Ruins	AR2 Demon Wall Low B	2
7	Cathedral Floor Options	E Gothic Floor 1	3
8	Cathedral Ruins	ER1 Gothic Floor 1	3
9	Cathedral Ruins	AR3-FR2 Gothic Floor 1	2
10	Cathedral Ruins	ER2 Gothic Floor 1	2

Any pieces marked as (MIR) has been mirrored using the function in the slicer. You can find a piece on how to achieve this here:

<https://www.printablescenery.com/2020/01/24/mirroring-your-models/>