



## Requiem - Dragonskel

k [kaucukovnik.vi](#)

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### Summary

Monster from the horror-themed, now barely functional MMORPG Requiem: Bloodymare / Memento Mori / whatever.

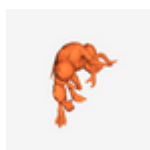
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Tags: [dragon](#) [monster](#) [horror](#) [undead](#) [demon](#)  
[abomination](#)

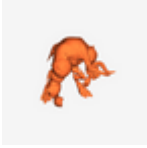
Monster from the horror-themed, now barely functional MMORPG Requiem: Bloodymare / Memento Mori / whatever. Twelve different poses.

Blender is able to import animation files for most models from this game, so more poses are possible if there is demand for them.

### Model files

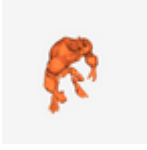


[requiem\\_dragonskel\\_pose01.stl](#)



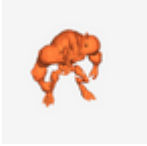
**requiem\_dragonskel\_pose02.stl**

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**requiem\_dragonskel\_pose03.stl**

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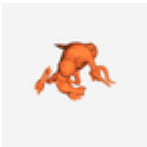
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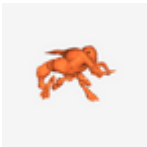
**requiem\_dragonskel\_pose05.stl**

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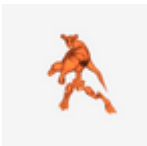
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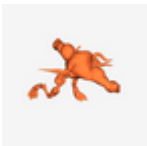
**requiem\_dragonskel\_pose07.stl**

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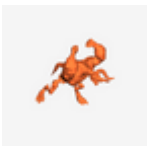
**requiem\_dragonskel\_pose08.stl**

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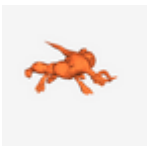
**requiem\_dragonskel\_pose09.stl**

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**requiem\_dragonskel\_pose10.stl**

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**requiem\_dragonskel\_pose11.stl**

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requiem\_dragonskel\_pose12.stl

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