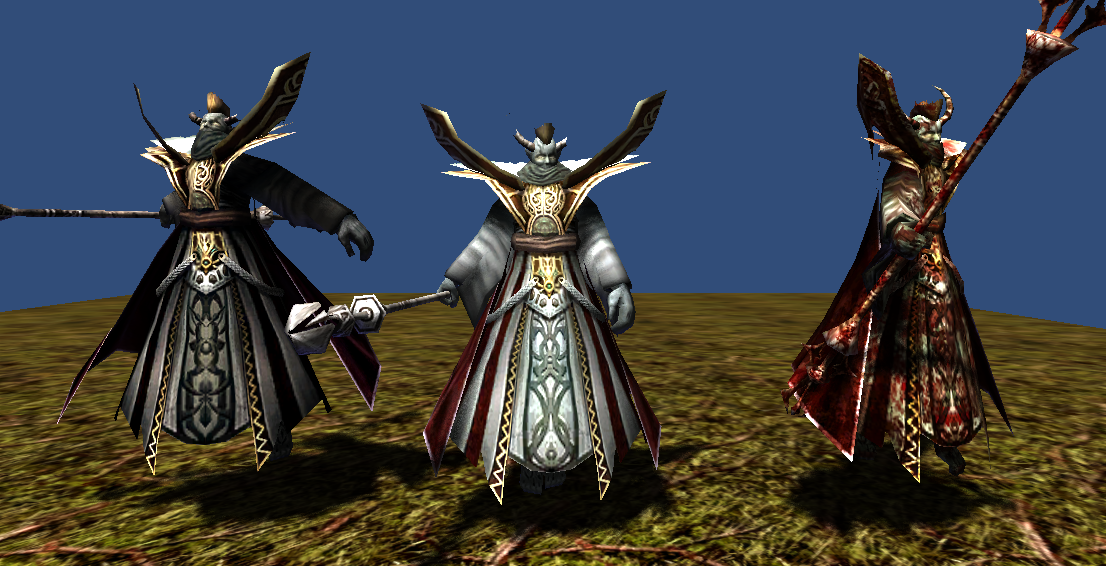
Catalog

**Lich(3 variation)**

****

1792 polygons

512x512x32bit 1 texture

5 animations(idle, move, attack, beaten, die)

**Smilodon(4 variation)**

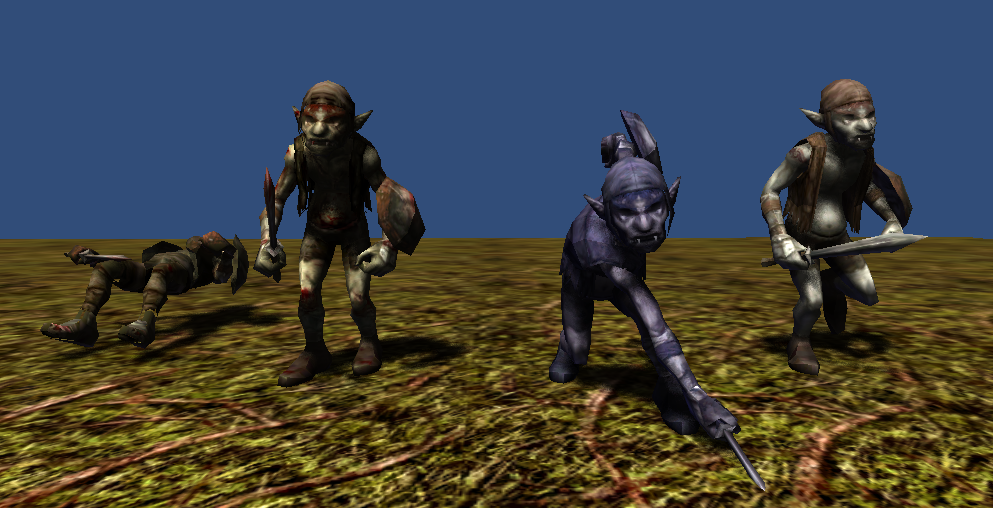


786 polygons

512x512x32bit 1 texture

6 animations(idle, move, attack1, attack2, beaten, die)

**Goblin(4 variation)**



1824 polygons (runner 1824 polygons)

512x512x32bit 1 texture

6 animations(idle, move, attack1, attack2, beaten, die)

**Vehimorse(4 variation)**



1914 polygons

512x512x32bit 1 texture

6 animations(idle, move, attack1, attack2, beaten, die)

**Thank you for download.**

**Contact**

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