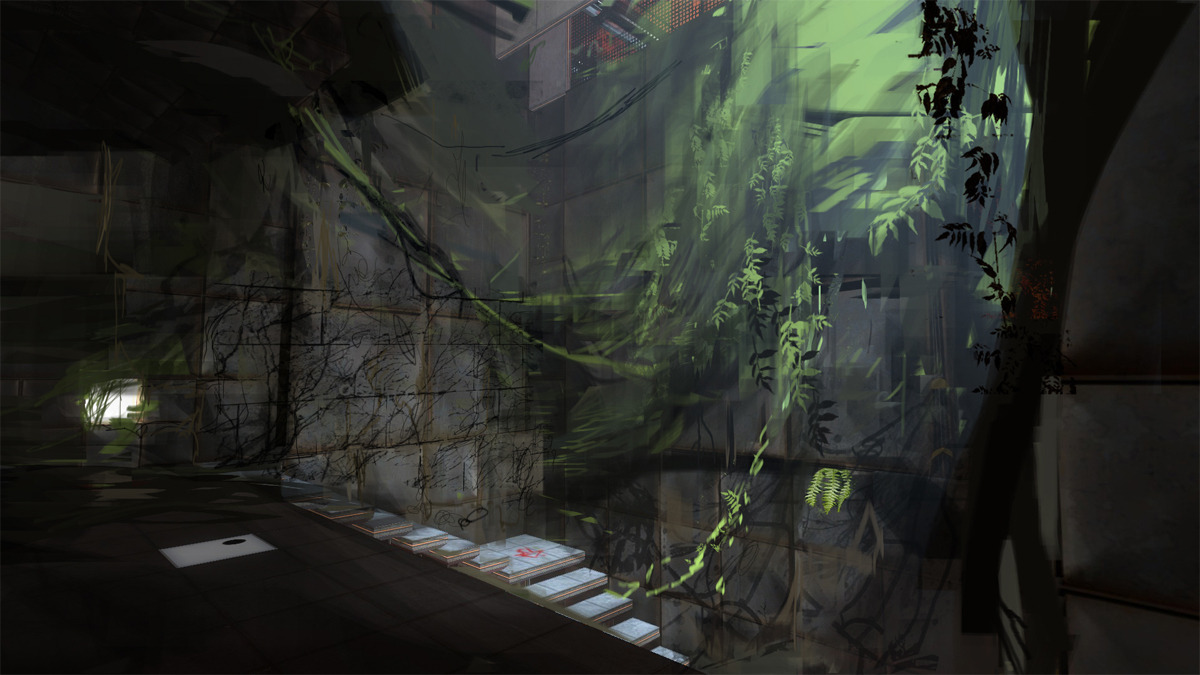
**Spawn area:**



**Level 2:**

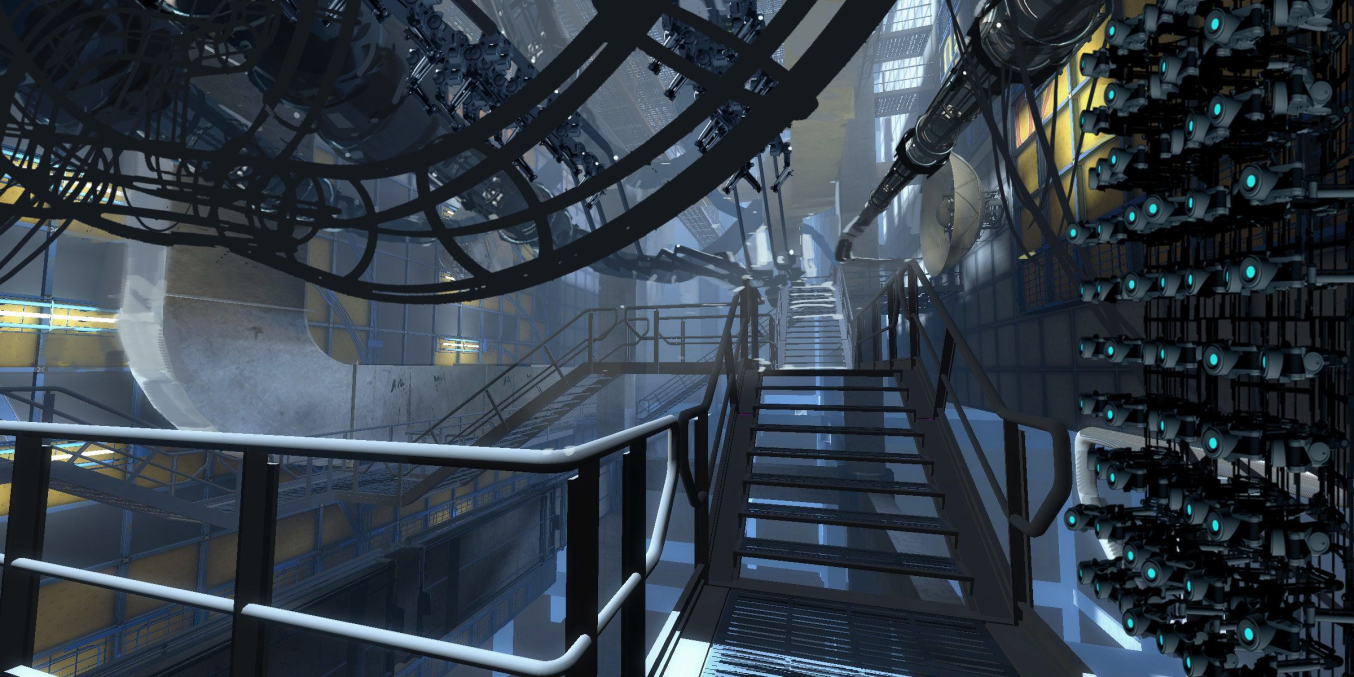
**level 3 Boss:**

**Ruins**



**L**

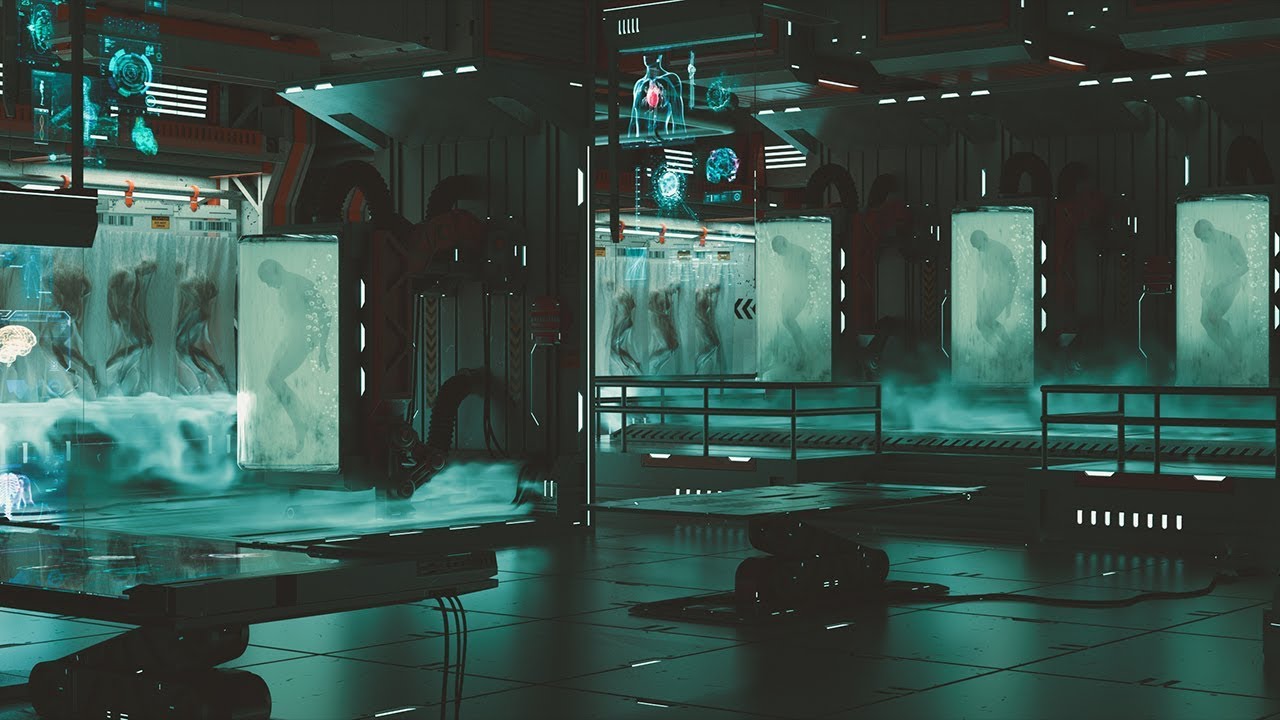
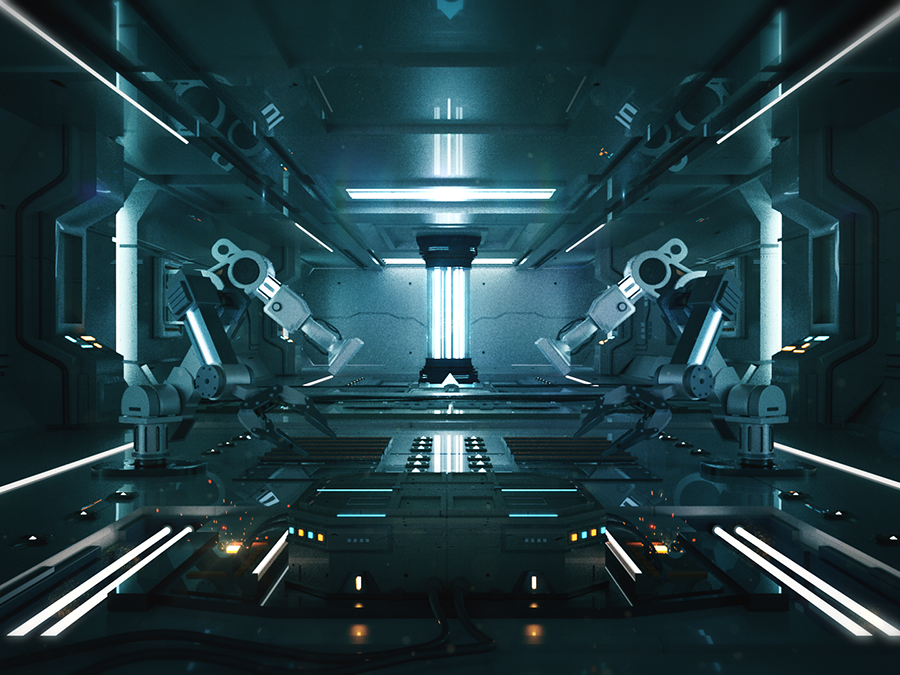
**LAB**





**2nd level**





**boss 3:**