

Experiment #	Symbolic	Ability	Demon Name
Patient #6-6-69	Anger	The Ability to increase its strength, speed, and intelligence based upon the person it see	Fury ,The Killer
Patient #6-6-68	Lust	The Ability to change into a playground	Kami ,The Child
Patient #6-6-67	Gluttony	The Ability to devour any living thing that it see	Gulliver ,The Cook
Patient #6-6-66	Treachery	The ability to create very realistic illusions	Ezhno,The Selfish
Patient #6-6-65	Heresy	The Ability to shapeshift and weaken anyone's mental state	Diablo ,The Preacher
Patient #6-6-64	Greed	The Ability to Control and merge with Its siblings and can change into a doll with no arms and legs	Dwyn ,The Jester
Patient #6-6-63	Fraud	The Ability to change into cassettes that records and twists anything It hears	Credo ,The Lier
Patient #6-6-62	Violence	The ability to change into an old police car, a grotesque bird, and a unidentified grotesque quadruped	Mayhem, The Watcher
Patient #6-6-61	Limbo	The Ability control the entire Island, monsters, and spirits	Coven ,The Witch

Appearance	Human Name	Sickness	Age
			11
A Giant grotesque humanoid figure made with a old playground equipment			8
			16
A large grotesque humanoid spider-like creature			17
			65
A withered humanoid Feminine Animatronic with inhuman proportions			21
A unidentified grotesque quadruped made with a mix of human flesh and cassette tapes and parts			6
A grotesque humanoid figure made with a mix of human flesh and a old Vintage Police car parts with abnormally long arms and a giant grinder in it's chest			17
A colossal Feminine made from the iland and structures			?