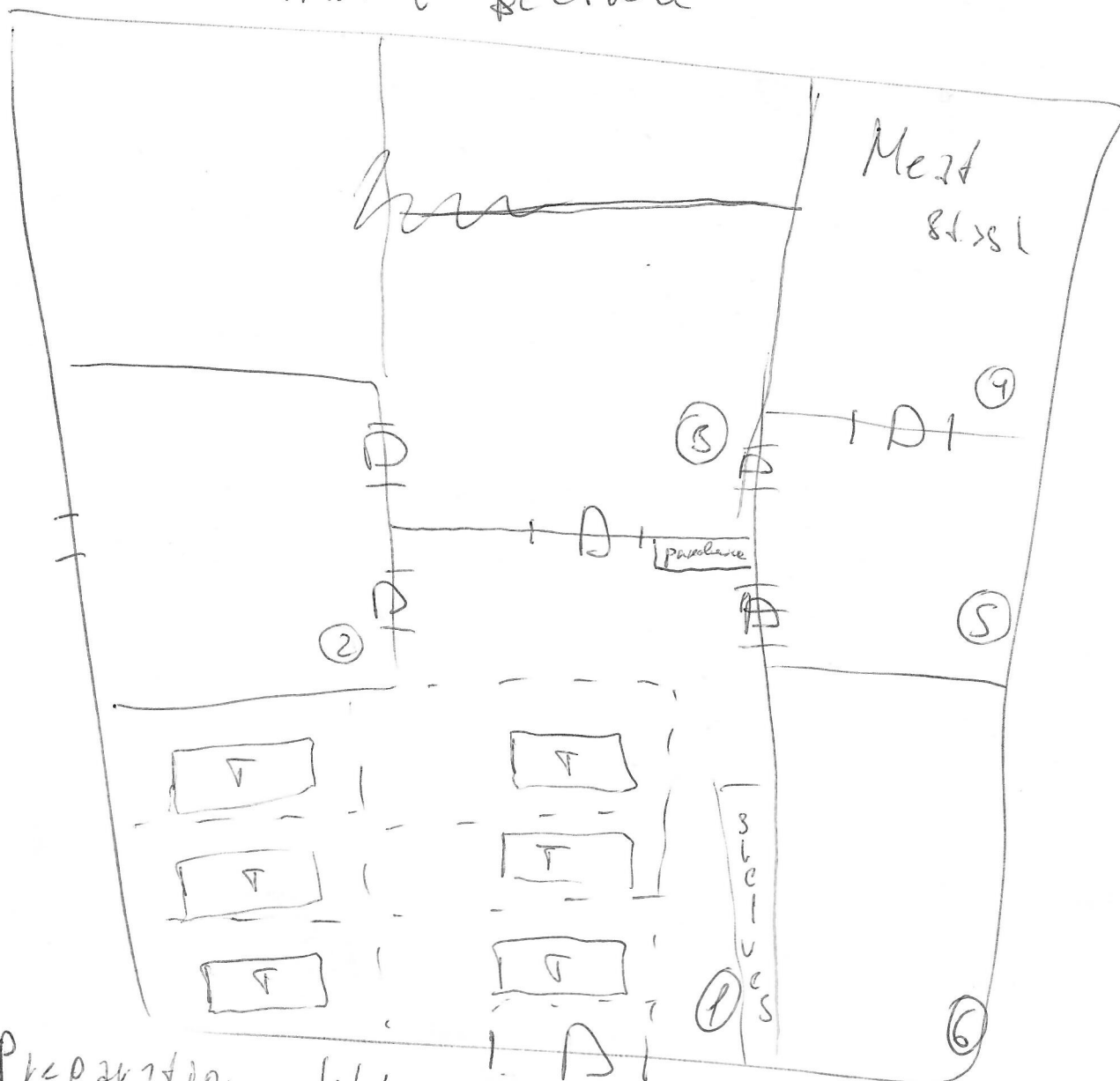


Animal Section



- ① Preparation lab 1 - several tables w/ skeletons on them and prep knives, shelf containing 8 scrolls: 2 w/ of hddar, 1 w/ of life, 1 w/ of death, 1 w/ of pain, 1 w/ of sporadic poison, 1 w/ of chaotic mutation, 1 w/ of lively concoction; 2 diamond skeletons with crushed bones
- ② Key room: 2 hole with spheric hole for eye
- ③ Prep lab 2 - similar to prep lab 1, no shelves so
Syringes: ~~2~~ 1 w/ of peak, 1 w/ of sporadic toxin, 1 w/ of addium enhancer
- ④ Meat stall - overgrown w/ meat
- ⑤ Dissection room
- ⑥ Cages x6, #5 - have skeleton, 1 contains crystalline ~~poison~~