

[Zookeeper's Office] chair, cabinet, bookshelf, table, w + locker m; snow globe.

Fiendish Zoo  
by Elizabeth Heller  
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Release 1)

me = demon Enzalk. i {-} (can't open cabinet) (bookshelf: "Borrow books, will return later, M.") (snow globe is actually open ash globe)

→ [Locker Room] sack = 10 lumps of coal, cleaning supplies, freezer (blue, grass, red), feed bins, oven. Take sack (+1)  
red freezer (for meats & fish) green (for veggies) blue (dairy) opening each acts as a chest.  
bins (non-bald food, eg nuts, grains, spices, etc) search tools (find <sup>silver</sup> coin) Take coin (+1)

can't go w of LR, N → [Employee Entrance, outside the Locker Room] s to locker m, w to visitor entry, N to employee exit.

force, small creature (white cat?) Take kitten. N → [Hallway] S, NW.

NW → [Inside the Gate] (+1) Direct Portal S, Zoo NE & NW, SE to tunnel. W of EE → [The Ancient Portal]

open portal (locked) N is the portal (will remain locked while you make the rounds)  
// NW of Habitus Gate → [Station Alpha] mantisire W, corkatrice E, owl SE, Beth NE.  
W → [Mantisire Cove] mantisire (can speak?), cage, rocks, cushion, pool.  
// E → [Corkatrice Lair] many? net, habitat (straw, bushes, trough, fountain pit, bars). NE to Neph → end of intro.