

Module name: **module from Hexenmeister Raven**

In General: good; I really liked the way you decorated the locations

Merits

- transitions are all right (also up/downstairs)
- module settings are ok.
- placeables to loot
- mappins with description
- door and generics have their names
- herbs on location
- there are some places for meditation
- critters

Flaws

- some wrong placeables names
- transitions to other modules not blocked
- some instances on default layer

Module name: **Clearbrook**

In General: nice decorations, but some technical problems and no windows!

Merits

- transitions are all right (also up/downstairs)
- module settings are ok.
- door and generics have their names (mostly)
- mappins with description
- herbs on location
- areas have layers
- nicely decorated inn
- decorations show location story (flames)

Flaws

- no windows in generics!
- some door doesn't have names and when you click on them, they seem to open, but you don't get transferred inside
- you cannot gather herbs
- transitions to other modules not blocked
- no places for meditation
- little generics are decorated

Module name: **Birth, and Virgins**

In General: not one of the best locations I've seen

Merits

- herbs on location
- bedroom in the Inn
- transitions are all right (mostly)
- module settings are ok.

Flaws

- some generics don't have any decorations at all
- no fire in fireplaces
- door have no names
- mappins with no description
- some wrong placeables names
- transitions to other modules not blocked
- generics have no names
- no places for meditation
- some instances on default layer