

Name: \_\_\_\_\_

Price: \_\_\_\_\_ Weight: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

Key Item used for \_\_\_\_\_

\_\_\_\_\_

Consumed Upon Use \_\_\_\_\_

Usable From:

Inventory     In Game     Hotkey \_\_\_\_\_

Other \_\_\_\_\_

Usable When:     In Combat     Safe Zone

Usable On:

Alive Players     Alive Enemies     Dead Players

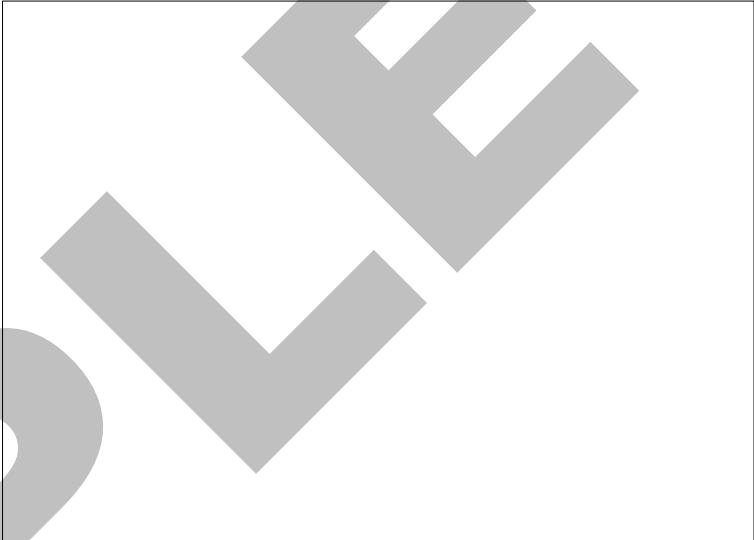
Dead Enemies     Other \_\_\_\_\_

Effects/Stat Modifications

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



Properties:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Other Info: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Region: \_\_\_\_\_  
Area Name: \_\_\_\_\_

North: \_\_\_\_\_  
South: \_\_\_\_\_

East: \_\_\_\_\_  
West: \_\_\_\_\_

A large grid area for drawing a map. A large, diagonal watermark reading "SAMPLE" is overlaid across the grid. In the bottom right corner of the grid, there is a legend box with the title "LEGEND" and four empty rows for entries.

Atmosphere: \_\_\_\_\_

Setting: \_\_\_\_\_

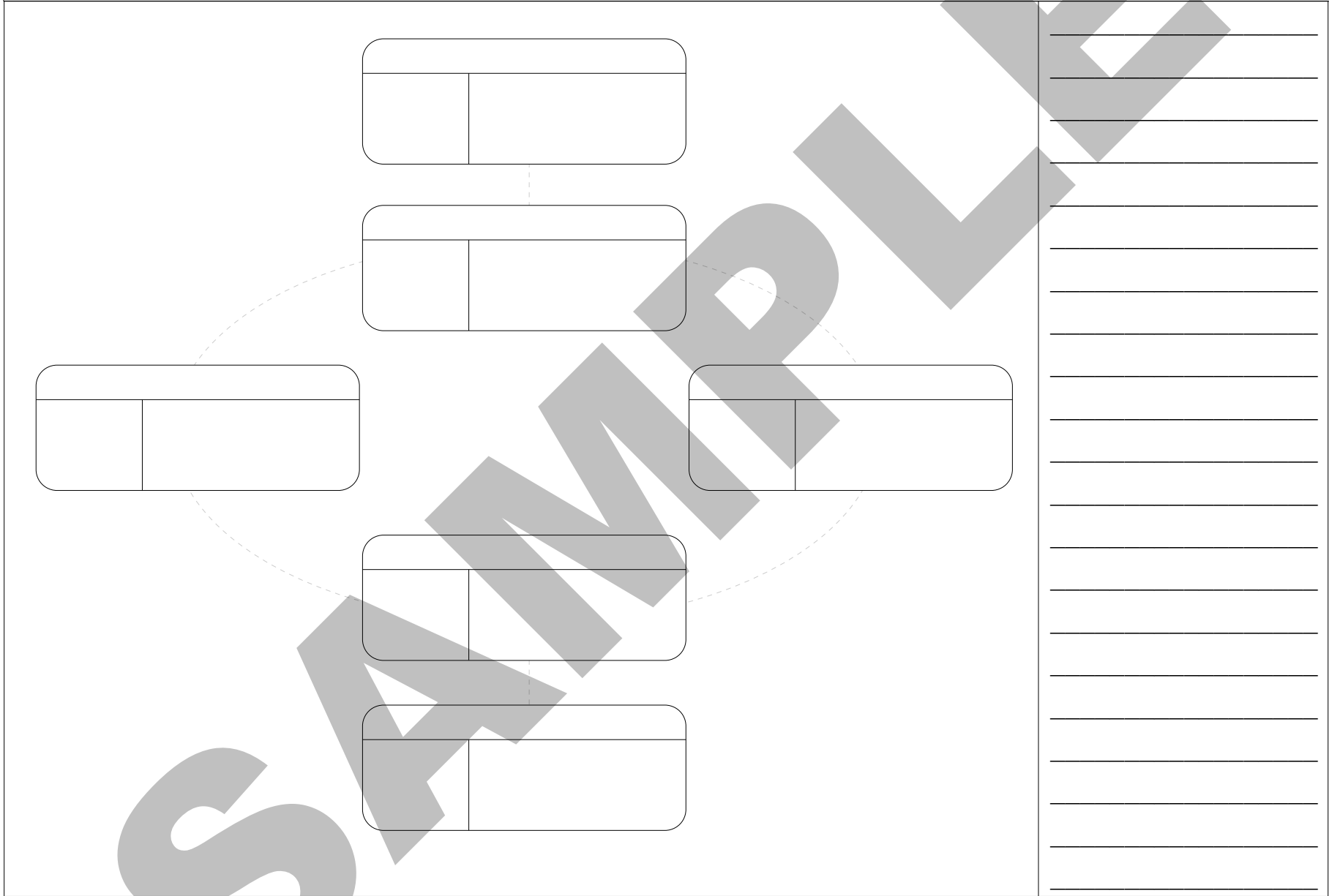
Goal List: \_\_\_\_\_

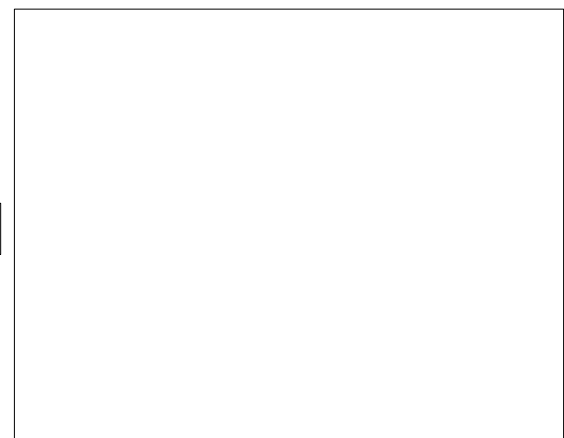
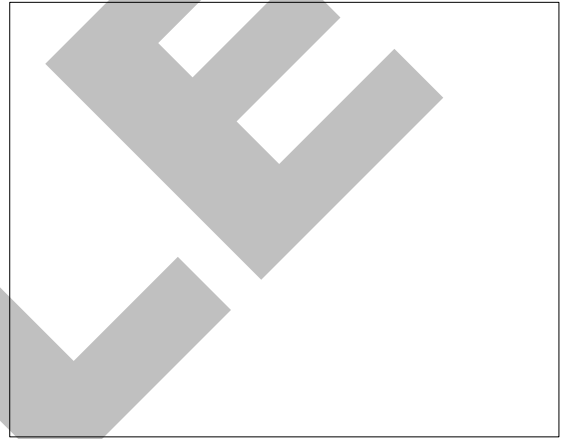
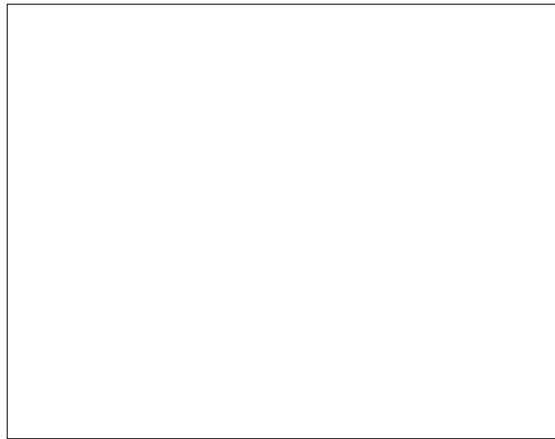
Other Info: \_\_\_\_\_

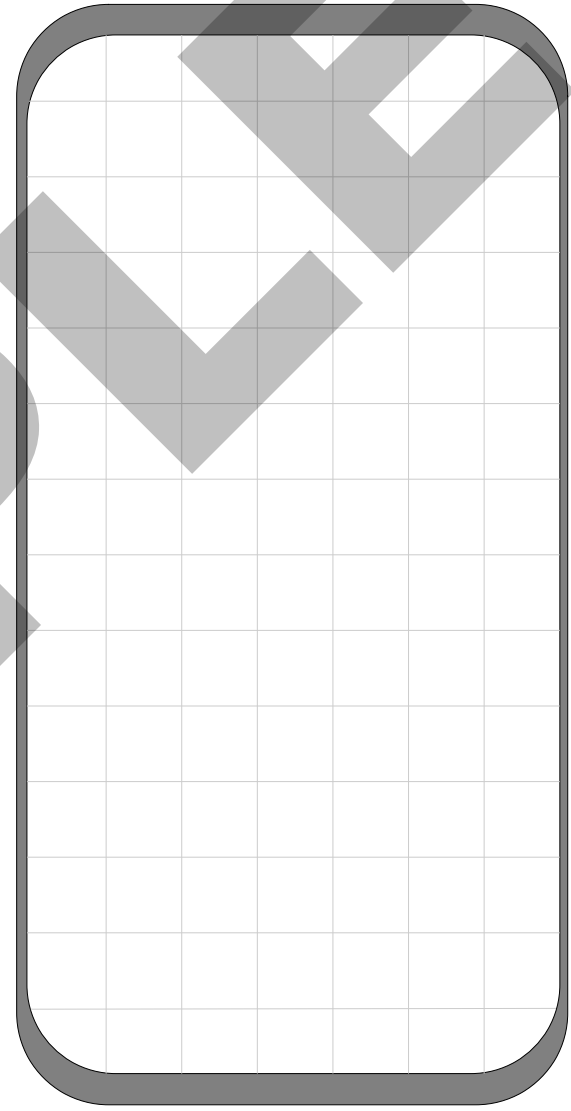
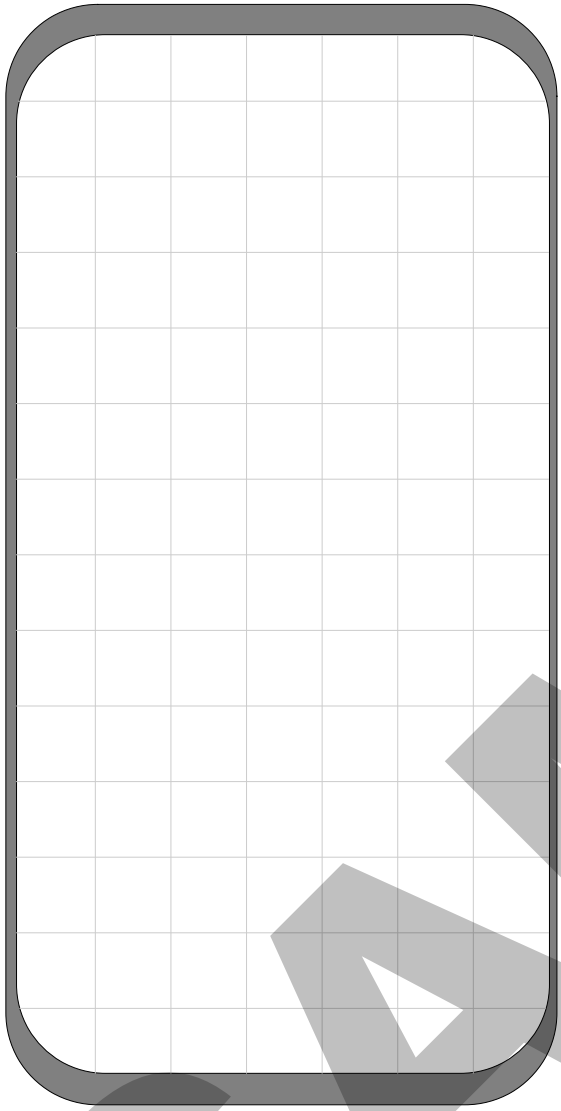
\_\_\_\_\_

\_\_\_\_\_

Script/Logic:







SAMPLE

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