# Building and Creation Guide

These are the standard rules and guidelines for AREA building within the MUD. These rules should be followed as much as possible. Deviations may be questioned or changed.

## Theme

Before beginning your area, check to make sure no one is using your area theme in mind. Try to have a single idea in your area, rather than many smaller, conflicting ones. Since we are playing in the "Realms of Despair," the area should have a dark, occult feel to it. No items, mobs or rooms in the area should be futuristic or even close to modern day.

## Mazes

The creation of mazes is encouraged, for it gives the player a mental challenge. However, the area council will not carefully go through it. It is up to the creator to pass through every room and make sure it works properly.

## Area Approval

When your area is completed, go through it a couple times to make sure everything is as you want it. Upon doing so, post a note to the area council and they will get around to checking and authorizing it.

## Rooms

### Names

Standard names should have all important words capitalized and should end with no punctuation mark.

Good example: Wandering the Dark Lands of Ered Mithik

Bad example: Wandering The Dark Lands Of Ered Mithik.

### Descriptions

Skimpy 2-3 sentence room descriptions should be avoided as much as possible. The description should invoke a mental image of the room. Builders should try to avoid describing player actions and emotions in a description, as well as the presence and actions of a mobile in the room (use mobprograms for those).

### Sectors

All room sectors must be filled out. Note that the inside sector signifies that there is a roof over the player's head, while the city sector means there is none. All rooms with the inside sector must be accompanied by the indoors flag.

### Flags

Room flags should be carefully thought out so you understand how the players will get to and fight in certain room, as well as how difficult it will be for them to retrieve their corpse.

### Exit Descriptions

Exit descriptions should be filled in, especially ones that lead in/out of building and other places of import. An exit description for a DT is absolutely necessary.

### Mud Progs

Feel free to use room programs if needed. These can be used to confuse players or add mood. Depending on your creativity however, there are many things possible with room progs.

### Extra Descriptions

Make liberal use of Extra Descriptions as these add flavor and depth to the feel and immersion of the Area.

## Mobiles

### Names

The short description of a mob is up to the builder, yet should never have any kind of ending punctuation. Also, don't capitalize words like 'of' or 'the'.

### Races, Classes and BodyParts

All new mobs should have these filled in.

### Hit Die

The hit dice (Number, Size and Bonus) should be used to determine a mob's health.

Example: 2d5+10 means 12-20 hp. If you want to have a mob's health always set to the same thing, put the hitnumdie and hitsizedie to 1 and set the hitplus to the hp desired.

### Damage Die

This is the amount of damage the mobile does with each non-wielding attack. It uses the same system as Hit DIe.

### Number of Attacks

NUMATTACKS --- This is the number of attacks the mobile can have each round,

be sure to fill it in.

LANGUAGES --- Make sure all your mobiles are speaking and can understand

the proper languages. If you wish to ensure that all players will be able

to understand it, have it speak common.

MOB DESCS: All mobs should have a description upon looking at them.

MOB RIS: Mobiles can have all kinds of resists, suscepts and immunities.

However, if the mobile has an immunity to anything, it MUST have immune

charm also.

MOBILE DIFFICULTY --- Be sure that your mobiles are not a piece of cake

for their equipment and also for leveling. High level mobs which do

very little or no damage will not be accepted due to the lack of

difficulty for levelling.

MOBPROGS --- Mob programs are starting to become a standard thing on many

mobiles. Feel free to use them in a number of ways. The mppractice and

mpadvance commands should not be used without permission from the area

council. (This is for level 54+)

OBJECT NAMES --- The short description of an object should follow the same

rules as a room name: no ending punctuation and capitalization of

important words only. However, the builder may leave his words without

capital letters at his discretion.

Good examples: 'lifebane' 'the Ring of Wizardry'

Bad example: 'The Devilish Blade Of Lore.'

RIS AND AFFECTS --- RIS (Resistant, immune and susceptible) and spell affects

can be placed on objects. Certain things will not be accepted however.

Immunities and affect\_santuary, \_shockshield, \_fireshield or \_iceshield

will not be approved. Susceptibilities are ok. Resists and other affects

are ok also, but should be relatively rare. A list of items with affects

or any RIS should be made and sent to the area council.

OBJECT POWER --- Use your good judgement to decide how powerful your items

should be. Try comparing the difficulty of reaching and killing your

mobile to the difficulty of reaching and killing other mobs with similar

equipment which are currently in the game.

OBJECT PROGS --- Feel free to use object programs to enhance the theme of

your objects. Obj progs that cast spells or aid the the player in any

way should be listed for approval with the RIS and affects. (This is for

level 54+)

There are the general rules to be followed. Thank you for showing an

interest in contributing to the Realms of Despair.