# Immortal Rules

Being an immortal is not all the fun and games of being a mortal. It involves some responsibility, common sense, and some creative role- playing too.

## THE COMMANDMENTS

1. Absolutely NO helping mortals out to an unfair advantage!
   1. Giving, selling or auctioning equipment to mortals
   2. Giving gold to mortals
   3. Assisting mortals in killing mobiles/monsters
   4. Giving away hints and clues to locations... secret doors... etc.
   5. Corpse retrievals are up to your own discretion... use your best judgment. You are allowed to cast kindred strength and give detect invisible to mortals when doing CR's, if required.
   6. If there is no one else to help a newbie get started, or a newbie loses their newbie equipment for some strange reason, you ARE permitted to give them a little assistance (levels 1-5 only).
2. Switching into a mobile is a power given to you to make the game more interesting to mortals. Care must be taken to play the role of the mobile... don't act silly, or say "hey! It’s me Joe!" And please avoid using the chat channels too much while switched. Be sure NOT to do anything to make the mobile harder or easier to kill and never reveal statistics of the mobile to any players... ie: hit points, gold, items carried, hitroll/damroll etc.
3. Set a good example for the mortals... You are there to keep an eye on things... moderate the chat channels, break up arguments, get rid of nuisance players... etc. Summon or transfer any "problem" players to room #6 (HELL). All conversation in that location will be LOGGED for review purposes... Don't warn the players about it... ;)
4. Keep an eye on other immortals. Report any problems to a higher immortal or MUD Administrator.
5. We are all here to have fun. There are certain rules to ensure that players don't get out of hand, and ruin the game for everyone. There are also rules for you to make sure that you don't ruin the game for everyone either. Use your own common sense. If in question, ask a higher level god. Immortality is a privilege, not a right.

* Under no circumstances is an immortal to switch into a mob and remove its equipment. Such action will result in immediate recommendation for demotion.
* Immortals are expected to monitor new players applying for authorization and authorize in a timely manner.
* Immortals are expected to enforce the rules of the mud, as well as comply with them.