# Mortal Rules

1. No form of harassment or spamming will be tolerated. Spamming is repeatedly communicating to one or more players a message in a short duration of time.
2. The only form of player killing allowed is between two players whose names appear under the "Deadly Clans" section of the “WHO” list. Even in this case the parties must be within 10 levels of each other.
3. Profanity and other lewd comments will not be tolerated. Please remain civil when communicating with others.
4. Do not attack or cast spells on any of the Realm shopkeepers! If it displays its wares when you type list it is a storekeeper.
5. When any rank of Immortal speaks with you answer their questions quickly and honestly. This will help to ensure things stay fair for all players and that any issues that arise are taken care of promptly.
6. Player killing is decided the instant you cast any hostile spell or make any aggressive action against a player...actually killing the target means little.
7. Do not summon or lead any aggressive monsters to areas where the level range is lower than that of the monster's level. (See areas command for a listing of areas and their level range)
8. Multi-playing is allowed to those not listed in the "Deadly Clans" section of the “WHO” list. If any of your characters appears in this section of the “WHO” list do not bring any of your other characters online.
9. Finally, if you have any problems with the game or players please feel free to contact any visible immortal logged on. If none are present do not take action yourself, rather post a note in the board room (south and west of the healers) or wait for an immortal to enter the game.