(157, 'Calantha', 1, '69.125.167.77', NULL, 'Use this to see who''s in an area with you that you can pk or that can pk you.\n\n#ALIAS ea {swho 12 area shadokil light baal xunti chaos imperium hook crimson retribution perdition daoine vanir doh amazon pyre dominion masaki rhabdo rogues}\n\nJust copy and paste this into your zmud bar, then type ea to execute.\n\nFor those of you who don''t use zmud you should be able to modify this for your clients, I just don''t know how, I use zmud :P\n\nCalantha', 0, 1163844046, NULL, NULL, 117),

(160, 'Calantha', 1, '69.125.167.77', NULL, 'This makes it SO easy to navigate 9 hells! Written by Atreidess. copy and paste into a text file and import into zmud.\n\n#CLASS {HMG|AreaSubs|NineHells}\n#TRIGGER {} {}\n#TRIGGER {^~(Red Aura~) A wicked Barbazu is here not following Bel''s orders! LOOK OUT!$} {#sub {%ansi(high, red)Barbazu %ansi(high, green)(213)}}\n#TRIGGER {^~(Red Aura~) An amnizu hovers in the air here ordering its minions to attack you.$} {#sub {%ansi(high, red)Amnizu %ansi(high, green)(215)}}\n#TRIGGER {^~(Red Aura~) The pit fiend ruler of this layer stands here ordering its slaves around.$} {#sub {%ansi(high, red)Lord of Stygia %ansi(high, green)(215)}}\n#TRIGGER {^~(Red Aura~) A cruel hamatula stalks its prey here. Maybe it is you!$} {#sub {%ansi(high, red)Hamatula %ansi(high, green)(210)}}\n#TRIGGER {^~(Red Aura~) A cornugon is here guarding the nine hells.$} {#sub {%ansi(high, red)Cornugon %ansi(high, green)(212)}}\n#TRIGGER {^~(Red Aura~) A powerful gelugon is here on patrol of this layer.$} {#sub {%ansi(high, red)Gelugon %ansi(high, green)(212)}}\n#TRIGGER {^~(Red Aura~) A spinagon flies above you here rushing off with news of your presence.$} {#sub {%ansi(high, red)Spinagon %ansi(high, green)(208)}}\n#TRIGGER {^~(Red Aura~) A mighty pit fiend stalks about here on important business for the Dark Eight.$} {#sub {%ansi(high, red)Pit Fiend %ansi(high, green)(214)}}\n#TRIGGER {^~(Red Aura~) The pit fiend ruler of this layer chuckles as he sees you in his domain.$} {#sub {%ansi(high, red)The Lord of Maladomini %ansi(high, green)(213)}}\n#TRIGGER {^~(Red Aura~) A squat fat humanoid thing waddles about here.$} {#sub {%ansi(high, red)Nupperibo %ansi(high, green)(209)}}\n#TRIGGER {^~(Red Aura~) A mound of molten flesh surges towards you!$} {#sub {%ansi(high, red)Lemure %ansi(high, green)(210)}}\n#TRIGGER {^~(Red Aura~) A red abishai dives from the sky towards you!$} {#sub {%ansi(high, red)Red Abishai %ansi(high, green)(214)}}\n#TRIGGER {^~(Red Aura~) A green abishai dives from the sky towards you.$} {#sub {%ansi(high, red)Green Abishai %ansi(high, green)(214)}}\n#TRIGGER {^~(Red Aura~) A horrible black abishai dives at you from the sky.$} {#sub {%ansi(high, red)Black Abishai %ansi(high, green)(213)}}\n#TRIGGER {On the Avernus Layer of the Nine Hells??$} {#sub {%ansi(hi, green)1st Layer}}\n#TRIGGER {On the Dis Layer of the Nine Hells??$} {#sub {%ansi(hi, cyan)2nd Layer}}\n#TRIGGER {On the Minauros layer of the Nine Hells??$} {#sub {%ansi(hi, yellow)3rd layer}}\n#TRIGGER {On the Phlegethus layer of the Nine Hells??$} {#sub {%ansi(hi, red)4th Layer}}\n#TRIGGER {On the Malbolge layer of the Nine Hells??$} {#sub {%ansi(hi, cyan)6th Layer}}\n#TRIGGER {On the Maladomini layer of the Nine Hells??$} {#sub {%ansi(hi, yellow)7th Layer}}\n#TRIGGER {On the Stygia layer of the Nine Hells??$} {#sub {%ansi(hi, green)5th Layer}}\n#TRIGGER {On the Caina layer of the Nine Hells??$} {#sub {%ansi(hi, blue)8th Layer}}\n#TRIGGER {On the Nessus layer of the Nine Hells??$} {#sub {%ansi(hi, red)9th Layer}}\n#TRIGGER {^~(Red Aura~) ~(White Aura~) The great pit fiend Pearza, a member of the Dark Eight stands here.$} {#sub {%ansi( high, white)(White Aura) %ansi(high, red)Pearza of the D8 %ansi(high, green)(200)}}\n#TRIGGER {^~(Red Aura~) A horrid osyluth is here looking for Baatezu not performing their duties.$} {#sub {%ansi(high, red)Osyluth %ansi(high, green)(211)}}\n#TRIGGER {^~(Red Aura~) ~(White Aura~) The pit fiend Ziminar, a member of the Dark Eight stands here.$} {#sub {%ansi( high, white)(White Aura) %ansi(high, red)Ziminar of the D8 %ansi(high, green)(200)}}\n#TRIGGER {^~(Red Aura~) ~(White Aura~) The pit fiend Zaebos, stands here talking amoung his fellow members of the Dark Eight.$} {#sub {%ansi( high, white)(White Aura) %ansi(high, red)Zaebos of the D8 %ansi(high, green)(200)}}\n#TRIGGER {^~(Red Aura~) ~(White Aura~) The pit fiend Corin stands here, and yes he is part of the Dark Eight.$} {#sub {%ansi( high, white)(White Aura) %ansi(high, red)Corin of the D8 %ansi(high, green)(200)}}\n#TRIGGER {^~(Red Aura~) ~(White Aura~) Zapon, a pit fiend in the Dark Eight is here.$} {#sub {%ansi( high, white)(White Aura) %ansi(high, red)Zapon of the D8 %ansi(high, green)(200)}}\n#TRIGGER {^~(Red Aura~) ~(White Aura~) Baalzephon, a member of the Dark Eight stands here.$} {#sub {%ansi( high, white)(White Aura) %ansi(high, red)Baalzephon of the D8 %ansi(high, green)(200)}}\n#TRIGGER {^~(Red Aura~) ~(White Aura~) The powerful pit fiend Farcus, stands here planning assaults on the Tanar''ri.$} {#sub {%ansi( high, white)(White Aura) %ansi(high, red)Farcus of the D8 %ansi(high, green)(200)}}\n#TRIGGER {^~(Red Aura~) ~(White Aura~) Dugos of the Dark Eight is here, fighting Yowza.$} {#sub {%ansi( high, white)(White Aura) %ansi(high, red)Dugos of the D8 %ansi(high, green)(200)}}\n#TRIGGER {^~(Red Aura~) The pit fiend, Gazra sits in his crystal throne here grinning at you.$} {#sub {%ansi(high, red)Gazra, The Lord of Phlegethos %ansi(high, green)(215)}}\n#TRIGGER {^~(Red Aura~) The mighty pit fiend which watches over this layer stands here and eyes you.$} {#sub {%ansi(high, red)The Lord of Dis %ansi(high, green)(215)}}\n#TRIGGER {^~(Golden Aura~) A strange quiet man stands here, his face cloaked in shadows.$} {#sub {%ansi(high, cyan)Ruklav %ansi(high, green)(AQ-Give 25000 gold)}}\n#TRIGGER {^~(Red Aura~) The pit fiend, Greth stands here watching over this layer.$} {#sub {%ansi(high, red)Greth, the lord of Minauros %ansi(high, green)(215)}}\n#CLASS 0', 0, 1163844610, NULL, NULL, 120),

(161, 'Cochimetl', 20, '66.194.245.252', NULL, 'swho 12 area clan is quicker and easier and will show the same results.', 0, 1163930841, NULL, NULL, 117),

(162, 'Calantha', 1, '69.125.167.77', NULL, 'It requires more typing. I''d rather type ea in between hits to see who''s in the area than type out swho 12 area clan and then have to weed out the nopkers and my allies.', 0, 1163970335, NULL, NULL, 117),

(163, 'Calantha', 1, '69.125.167.77', NULL, 'ok that might not have made sense. With my alias, you see a list of people who can either pk you or you can pk. With swho area 12 clan, you see all clanned people, so you have to not only type more (tho you could alias it to something smaller) but you also then have to visually weed out who are nopkers and who are your allies. That extra few seconds, depending on how fast you can do that in your head, could be the few seconds it takes nikkei to run in the room and bs you! \nMake more sense now?', 0, 1163970621, NULL, NULL, 117),