(158, 'Calantha', 1, '69.125.167.77', NULL, 'Copy and paste the following into a text file and then import into Zmud. Written by Atreidess.\n\n#CLASS {GroupInfo|Repops}\n#ALIAS repoff {#T- {Groupinfo|Repops|RepopMessages};#say %ansi( high, cyan)-=+ %ansi( high, white)Repop Messages Off %ansi( high, cyan)+=-}\n#ALIAS repon {#T+ {Groupinfo|Repops|RepopMessages};#say %ansi( high, cyan)-=+ %ansi( high, white)Repop Messages On %ansi( high, cyan)+=-}\n#ALIAS repshow {@repopchan <%0> @repopmsg;#addkey Repop\_DB LastArea {%0};#addkey Repop\_DB LastPopTime %ctime}\n#ALIAS reptog {#if %class( RepopMessages) {#T- {Groupinfo|Repops|RepopMessages};#say %ansi( high, cyan)-=+ %ansi( high, white)Repop Messages Off %ansi( high, cyan)+=-} {#T+ {Groupinfo|Repops|RepopMessages};#say %ansi( high, cyan)-=+ %ansi( high, white)Repop Messages On %ansi( high, cyan)+=-}}\n#ALIAS rephelp {#say %ansi( high, cyan)-=+ %ansi( high, white)Repop Report Script v2.03, written by Atreidess %ansi( high, cyan)+=-;#say %ansi( high, white)~\*Version represents script changes, not repop message addition/removals.;#say;#say %ansi( high, green)Very basic commands, as follows:;#say %ansi( high, yellow)Reptog, repon, repoff;#say %ansi( high, cyan)Reptog toggles the script on/off, repon/repoff manually turn it on and off.;#say;#say %ansi( high, yellow)RepSet;#say %ansi( high, cyan)Let''s you set the channel to report on, and the message to report after area name;#say;#say %ansi( high, yellow)RepAdd;#say %ansi( high, cyan)Use it to add new area repop messages.}\n#ALIAS repset {#pr repopmsg "Enter the repop message you''d like to see";#pr repopchan "Enter the channel you''d like to repop repops on"}\n#ALIAS repadd {#pr newrepopmessage "Enter the message EXACTLY as it appears";#pr repopareaname "Enter the name of the area";#action {^<@newrepopmessage>$} {repshow <@repopareaname>} {GroupInfo|Repops|RepopMessages}}\n#VAR repopchan {gt}\n#VAR repopmsg {repopped at %time( hh:mmA/P)}\n#VAR newrepopmessage {The walls of the fortress tremble as you hear the roaring of Carcharoth.}\n#VAR repopareaname {Fortress of Angband}\n#CLASS 0\n#CLASS {GroupInfo|Repops|RepopMessages}\n#TRIGGER {^Darkness reaches out and pries at your very being.$} {repshow The Council of Wyrm}\n#TRIGGER {^Horses hooves pound against the ground as more guards arrive to protect the roads.$} {repshow The Western Roads}\n#TRIGGER {^A new game begins on the chessboard.$} {repshow Chessboard}\n#TRIGGER {^You hear the call of a loon from out on the lake.} {repshow Crystalmir Lake}\n#TRIGGER {^You hear the seagulls over the cliffs of Kerofk as new life enters the city.$} {repshow Kerofk}\n#TRIGGER {^More smurfs! Kill those little blue bastards!$} {repshow Smurf Village}\n#TRIGGER {^A cloud flies over, dropping creatures all over the place.$} {repshow Goblin Path}\n#TRIGGER {^You hear a voice singing ''just beat it.. yes, beat it...''$} {repshow Dangerous Neighborhood}\n#TRIGGER {^The Amusement Park''s lights and music fade and then flare to life again.$} {repshow Amusement Park}\n#TRIGGER {^Suddenly a chill runs up your back!$} {repshow Dwarven Catacombs}\n#TRIGGER {^The sound of gunfire marks a new day in the City of Gold.$} {repshow Gold Rush}\n#TRIGGER {^The magics of the Lower Planes renew.$} {repshow The Lower Planes}\n#TRIGGER {^The hair on your neck rises as you hear the great minotaur awaken!$} {repshow Knossos}\n#TRIGGER {^The magics of the Upper Planes are back.$} {repshow Upper Planes}\n#TRIGGER {^You sense a renewal of the Force.$} {repshow Star Wars}\n#TRIGGER {^More Rangers have been suppressed as they attempt to flee.$} {repshow Deathtrap Dungeon}\n#TRIGGER {^The Mists settle and new travellers come to the realm.$} {repshow Falcovnia}\n#TRIGGER {^Lightning flashes over the stark mountains, awakening dark creatures.$} {repshow Mountains of Desolation}\n#TRIGGER {^Thunder clashes in the sky as Dragon Mountain is overrun by kobolds.$} {repshow Dragon Mountain}\n#TRIGGER {^A whinny and a roar fill the air, then slowly the echoes fade away.$} {repshow Unearthly Bonds}\n#TRIGGER {^Drunken cheers are heard as another arrow pierces the wind.$} {repshow Nottingham}\n#TRIGGER {^You hear the rattling of chains echoing from somewhere.$} {repshow Kul Tiras}\n#TRIGGER {^A great light flares blinding you, then it is gone.$} {repshow Antharia}\n#TRIGGER {^Hell Freezes over - this can''t be a good sign.$} {repshow Descent to Hell}\n#TRIGGER {^Ahner shall rise and rule the realm once more.$} {repshow Kingdom of Ahner}\n#TRIGGER {^You hear the Queen''s echoing cackle gloating over your predicament.$} {repshow Labyrinth}\n#TRIGGER {^The smell of death grows as Damian reigns for another day.$} {repshow Killing Fields}\n#TRIGGER {^Munchkins arrive and repopulate the land of Oz.$} {repshow Land of Oz}\n#TRIGGER {^A booming voice shouts ~"Minions, destroy the intruders.. Devour their souls!~"$} {repshow Castle Vlad-Shamir}\n#TRIGGER {^Yet another contingent of Axa''s army has been ordered towards Aylor.$} {repshow Anthrox}\n#TRIGGER {^You hear familiar sounding theme music in the background.$} {repshow STTNG}\n#TRIGGER {^Blood flows freely throughout the shadowlands as the oni turn their gazes toward you.$} {repshow Rokugan, The Shadowlands}\n#TRIGGER {^Ripples of twisted magic pass through you and chill you to the bone.$} {repshow The Scarred Lands}\n#TRIGGER {^The calling of rebellion stirs fire into the people.$} {repshow Empire of Talsa}\n#TRIGGER {^The mist echoes with insane giggles, and the Faerie Tales start again!$} {repshow Faerie Tales II}\n#TRIGGER {^Rain crashes down. Winds howl. Life returns to the Wonders.$} {repshow Seven Wonders}\n#TRIGGER {^The Creator bathes the Fortress in his light, bringing forth a new day.$} {repshow Amador}\n#TRIGGER {^The titter of little voices heralds the start of a new Faerie Tale.$} {repshow Faerie Tales}\n#TRIGGER {^Bronze ranks clash, rising from their earthen graves anew. Hail Reme!$} {repshow The Imperial City of Reme}\n#TRIGGER {^Strange winds blow and the fallen leaves swirl until they come to a new place.$} {repshow Verdure Estates}\n#TRIGGER {^The Lizardmen Scatter About the Jungle Waiting for Ushak''s Return.} {repshow The Jungles of Verume}\n#TRIGGER {^A sudden blast of flame appears in the sky. Giants whisper a word: ''Vopil!''$} {repshow A Peaceful Giant Village}\n#TRIGGER {^The air around you resonates at the sounds of wild cackling.$} {repshow Nanjiki Ruins}\n#TRIGGER {^As the blood flows from their wounds, the minions of Zyian regain their strength...$} {repshow The Dark Temple of Zyian}\n#TRIGGER {^A strong breeze breathes new life into the tree.$} {repshow Tree of Life}\n#TRIGGER {^The weeds grow in the orchard once again.$} {repshow Orchard}\n#TRIGGER {^The good people rise to work another day, fearful of the coming evil.$} {repshow Dortmund}\n#TRIGGER {^A temporal shockwave emanates from within the mines, leaving evil in its wake.} {repshow The Ruins of Diamond Reach}\n#TRIGGER {^Alden, Creator of all, repopulates the world.} {repshow Northstar}\n#TRIGGER {^The howling of direwolves chills you to the bone.} {repshow Winterfell}\n#TRIGGER {^The war drums sound as the sun rises.} {repshow Desert Doom}\n#TRIGGER {^\*rrrrRRRRROOOOOOOAAAAAAAARRRRRRRrrrr\*} {repshow Dragon Tower}\n#TRIGGER {^Creatures from the future have arrived through a time machine, and scatter themselves around the city.} {repshow Mega City One}\n#TRIGGER {^Richard and Virgil are at it again.} {repshow War of the Wizards}\n#TRIGGER {^The prison alarm sounds, it''s a breakout!$} {repshow The Prison}\n#TRIGGER {^There is a great rumbling as some ice falls from the summit into the lake.$} {repshow Icy Caldera}\n#TRIGGER {^The shadow of the The Three Pillars rolls over the courtyard.} {repshow The Three Pillars of Diatz}\n#TRIGGER {^You hear the sounds of sabres clashing on deck.$} {repshow Pirate Ship}\n#TRIGGER {^The winds shift as the citadel moves again.$} {repshow Flying Citadel}\n#TRIGGER {^Peace reigns the Plane once again as a new day emerges.$} {repshow Earth Plane 4}\n#TRIGGER {^\* Diamond Dust sprinkles downward from the sky, revitalizing all life. \*$} {repshow Diamond Soul Revelation}\n#TRIGGER {^A fiery, sulphurous breeze blasts you with a bonechilling shriek.$} {repshow Paradise Lost}\n#TRIGGER {^The denizens of the Underdark are ready to start their business.$} {repshow Underdark}\n#TRIGGER {^The sound of a thousand goblins cripples you with fear.} {repshow Goblin Fortress}\n#TRIGGER {^The trumpets sound, and everyone runs off to see the knights'' tournament.} {repshow Illoria}\n#TRIGGER {^A new day dawns in Midgaard, all appears fresh and clean.$} {repshow Midgaard}\n#TRIGGER {^A big stone falls out of the sky and hits you on the head!$} {repshow Fabled City of Stone}\n#TRIGGER {^A bellowing dinosaur heralds the start of a new day.$} {repshow Island of Lost Time}\n#TRIGGER {^Roll up! Roll up! The show is about to begin.$} {repshow Circus}\n#TRIGGER {^You hear guards yelling ''Intruders!!'' as more dark elves are alerted of your presence.$} {repshow Dark Elf Stronghold}\n#TRIGGER {^Let the slaughter commence....$} {repshow Slaughter House}\n#TRIGGER {^The Battle for Human Souls Begins Again.$} {repshow Avian Kingdom}\n#TRIGGER {^The dream never ends.$} {repshow Astral Travels}\n#TRIGGER {^More of the undead sense mortal flesh in Arboria.$} {repshow Arboria}\n#TRIGGER {^The forces of darkness bring forth more children of Torak.$} {repshow Cthos Misrak}\n#TRIGGER {^The screams of damned souls fill the air and echo deeply into your ears.$} {repshow Sanctity of Eternal Damnation}\n#TRIGGER {^Magic surges through the land as a new day of mystery and heroes are born.$} {repshow Covenant of Mistrige}\n#TRIGGER {^The Princess whimpers as her shackles are pulled tighter and the Tower''s minions commence.$} {repshow Dread Tower}\n#TRIGGER {^Wetly rising from the shadows, once again evil threatens Reme...$} {repshow The Reman Conspiracy}\n#TRIGGER {^More are seeking the Soulblade.$} {repshow Souldblade}\n#TRIGGER {^Death''s Gate has opened yet again.$} {repshow Death''s Gate}\n#TRIGGER {^A cold wind blows through the old cathedral.$} {repshow Old Cathedral}\n#TRIGGER {^The Temple of Shal''indrael achieves perfect balance once again!$} {repshow Temple of Shal''indrael}\n#TRIGGER {^The ground trembles and stones fall from the ceiling as a tremor shakes the entire region.$} {repshow Dungeon of Doom}\n#TRIGGER {^There is a flash of lightning in the sky as the magics of Dominia renew!$} {repshow Land of Dominia}\n#TRIGGER {^Across a glade hoofbeats resound, pages flutter, and the past returns.$} {repshow History fo Black Adder}\n#TRIGGER {^Slithering from the depths comes forth an army of snakes.$} {repshow The Wobbly Woes of Woobleville}\n#TRIGGER {^You wince as the bride throws yet another screaming fit.$} {repshow Wedded Bliss}\n#TRIGGER {^There is a slight draft as new customers enter the tavern.$} {repshow Jenny''s Tavern}\n#TRIGGER {^The theme music gets on your nerves as you hear it over and over again.$} {repshow STTNG: Veritgo}\n#TRIGGER {^You sense that more prisoners are being transported here.$} {repshow Desert Prison}\n#TRIGGER {^The Drageran Empire lives again as the Empress breathes new life into her realm.$} {repshow Drageran Empire}\n#TRIGGER {^Praying to the Goddess of Nature, fishermen head toward their ships.$} {repshow Arisian Realm}\n#TRIGGER {^Pure evil passes over you as the Dark One reaches out from his prison.$} {repshow Shayol Ghul}\n#TRIGGER {^The Dark One frees more of his twisted creatures to wreak havoc and mayhem.$} {repshow Deadlights}\n#TRIGGER {^All gnomes and hobgoblins regroup to defend their king.$} {repshow Gnome Village}\n#TRIGGER {^A golden light bathes Old Thalos as it is reborn.$} {repshow Old Thalos}\n#TRIGGER {^An eerie scream echos off the walls, seemingly coming from nowhere.$} {repshow Gauntlet}\n#TRIGGER {^The elements merge creating new life.$} {repshow Elemental Canyon}\n#TRIGGER {^There is a deep rumble as the Isle of Quake stirs.$} {repshow Isle of Quake}\n#TRIGGER {^The darkness seems to close in as the subterranean army prepares to invade.$} {repshow Fort Terramire}\n#TRIGGER {^The eyes of many minotaurs staring angrily at you make you feel uncomfortable.$} {repshow Keep of Mahn-Tor}\n#TRIGGER {^A group of tourists have arrived to see the beauty of the city.$} {repshow New Thalos}\n#TRIGGER {^The faint mumbling of magic words has increased in volume...$} {repshow High Tower of Sorcery}\n#TRIGGER {^Whoa! Was that a pig that just flew by?$} {repshow Magical Hodgepodge}\n#TRIGGER {^Your mind is filled with fantastic thoughts and visions.$} {repshow Fantasy Fields}\n#TRIGGER {^The energy level rises as excited cheers fill the air.$} {repshow Olde Worlde Carinvale}\n#TRIGGER {^The sunlight reflects into your eyes off a mirror.$} {repshow The Mirror Realm}\n#TRIGGER {^A crystal chime sounds, summoning back the dead.$} {repshow Death''s Manor}\n#TRIGGER {^The Sound of Clicking Mandibles and Crunching Carapace tells you the Infestation is Renewed...$} {repshow Infestation}\n#TRIGGER {^A large rat scurries beneath your feet.$} {repshow Rats Lair}\n#TRIGGER {^A school of fish swims by, searching for food among the coral.$} {repshow Coral Kingdom}\n#TRIGGER {^The teachers of the way of the White Lotus assemble to praise Buddha.$} {repshow The Temple of White Lotus}\n#TRIGGER {^Mashadar descends upon Shadar Logoth, bringing forth the dead once again.$} {repshow Shadar Logoth}\n#TRIGGER {^The Dark is rising again...$} {repshow Darklight}\n#TRIGGER {^DONG! DONG! The ringing of the Joseph Bell announces a new day.$} {repshow Mossflower Wood}\n#TRIGGER {^Sights, Sounds and Smells all hit you, as the port gets busier.$} {repshow Port}\n#TRIGGER {^Diana and her guard re-appear to uphold law and order in Ofcol.$} {repshow Old Thalos}\n#TRIGGER {^You can hear a bard playing on the harp nearby.$} {repshow Ultima}\n#TRIGGER {^In the distance you see the sudden appearance of a large wyvern, grinning evilly at you.$} {repshow Wyvern Tower}\n#TRIGGER {^You hear the sound of monks chanting.$} {repshow Monastery}\n#TRIGGER {^You hear bells ringing as Santa''s sleigh draws in.$} {repshow Christmas Vacation}\n#TRIGGER {^A sea gale rises and drives you once more into the storm.$} {repshow Foolish Promises}\n#TRIGGER {^As the Dunes shift, time goes on and all things change.$} {repshow Dune}\n#TRIGGER {^The high-pitched giggle of a young child echoes on the fresh breeze.$} {repshow Child''s Play}\n#TRIGGER {^All evil is purged as a holy light flashes across the grove.$} {repshow Holy Grove}\n#TRIGGER {^You hear a cold echoing scream in the distance.$} {repshow Chapel Catacombs}\n#TRIGGER {^The Prince of Krondor has proclaimed a new day in the Kingdom of the Isles.$} {repshow Island of Stardock}\n#TRIGGER {^You catch the faint smell of spiced potatoes on the breeze.$} {repshow Town of Solace}\n#TRIGGER {^Elves from outside the valley are summoned to defend their elders.$} {repshow Valley of the Elves}\n#TRIGGER {^The sand is moving beneath your feet.$} {repshow Sands of Sorrow}\n#TRIGGER {^A shiny scarab beetle scuttles swiftly away from approaching footsteps.$} {repshow Eighteenth Dynasty}\n#TRIGGER {^Serenity returns to the Lagoon and life starts anew.$} {repshow Black Lagoon}\n#TRIGGER {^A calm passes over the city as Mt. Vesuvius rests once again.$} {repshow Pompeii}\n#TRIGGER {^There is a jet of warm air, as the furnace flares.$} {repshow Dwarven Kingdom}\n#TRIGGER {^Ah, More BEER!$} {repshow Land of Beer Goblins}\n#TRIGGER {^Allllllllll aboooooooooooard!$} {repshow Land of Legend}\n#TRIGGER {^You see a whale swim above you blocking out the faint sunlight.$} {repshow Lost City of Atlantis}\n#TRIGGER {^The wayhouse has hired new staff and is open for business!$} {repshow Adventurer''s Wayhouse}\n#TRIGGER {^You hear a roar in the distance, reminding you to stay on your guard.$} {repshow The Cougarian Queendom}\n#TRIGGER {^A distant scream ends in abrupt silence...$} {repshow Black Rose}\n#TRIGGER {^The Aardwolf Zoological Park appears clean and ready for today''s visitors.$} {repshow Aardwolf Zoological Park}\n#TRIGGER {^Another avalanche rolls down Storm Mountain.$} {repshow Storm Mountain}\n#TRIGGER {^The magics surrounding the Isle of Myst return.$} {repshow MYST}\n#TRIGGER {^The lifeless artifacts on the floor rise and ravage the castle again.$} {repshow Art of Mayhem}\n#TRIGGER {^The Council of the Dark Eight has declared that you should not be here.$} {repshow Nine Hells}\n#TRIGGER {^~\*RING RING~\* Classes have begun! Good Luck$} {repshow School of Horror}\n#TRIGGER {^Attention Shoppers! More weird and wondrous creatures have just arrived!$} {repshow Giant''s Pet Store}\n#TRIGGER {^The king of Juargan moves with his staff and Juargan is populated again!$} {repshow Kingdom of Juargan}\n#TRIGGER {^All melodies flow in sync once more...$} {repshow Art of Melody}\n#TRIGGER {^The air suddenly rings with the sound of metal chimes.$} {repshow Dragon Cult}\n#TRIGGER {^The shadow of Kali wanders by and alters all corpses back into monsters.$} {repshow Yurgach Domain}\n#TRIGGER {^Rumours are that Nessy has been seen again.$} {repshow Highlands}\n#TRIGGER {^Ancient evil surrounds you through the midday heat and leaves a cold print on your soul.$} {repshow Necromancer''s Guild}\n#TRIGGER {^These swamps are quiet, too quiet....$} {repshow Curse of the Midnight Fens}\n#TRIGGER {^Cold air brushes against you as the evil heros revive!$} {repshow Realm of Evil Superheroes}\n#TRIGGER {^The leaves beyond the shadow of the treeline begin to rustle.$} {repshow Gallows}\n#TRIGGER {^A monsoon breaks over Raganatittu.$} {repshow Raganatittu}\n#TRIGGER {^The darkness around you conceals a new outpouring of the minions of hell.$} {repshow Into the Long Night}\n#TRIGGER {^Sickening waves of color ripple across the sky as the onslaught renews.$} {repshow Onslaught of Chaos}\n#TRIGGER {^An amazon warcry resounds throughout the nation, signaling a new dawn.$} {repshow Amazon Nation}\n#TRIGGER {^The moans of the returning undead echo hauntedly in your ears.$} {repshow Doom and Gloom}\n#TRIGGER {^You slip and fall into the smelly brown guck at your feet.$} {repshow Sewers}\n#TRIGGER {^Water ripples on the surface of the lake.$} {repshow Sen''narre Lake}\n#TRIGGER {^A thick, eerie fog rolls in.$} {repshow Entrance to Hades}\n#TRIGGER {^Horses'' hooves pound against the ground as more guards arrive to protect the roads.$} {repshow The Western Roads}\n#TRIGGER {^A woman screams as the dragon descends yet again!$} {repshow Gilda and the Dragon}\n#TRIGGER {^A strong current brings new life into the rivers.$} {repshow Rivers, Streams & Creeks}\n#TRIGGER {^The trails to Cradlebrook grow wider.$} {repshow Cradlebrook}\n#TRIGGER {^The soulful cry of the coyote pierces the silence.$} {repshow Great Salt Flats}\n#TRIGGER {^The sounds of bubbling mud and insects warn you of the renewal of the Marshlands.$} {repshow Marshlands of Agroth}\n#TRIGGER {^The magic of the forest is weakening.$} {repshow Snuckles Village}\n#TRIGGER {^You can check out anytime you like, but you can never leave!$} {repshow Hotel Orlando}', 0, 1163844304, NULL, NULL, 118),