(195, 'eberk', 1, '71.109.61.213', NULL, '[code]#CLASS {login}\n#VAR friendenter {\*spork|\*laugh|\*dance|\*bot|\*bingo|\*chaos|\*burp|\*bonk|\*booyah|\*bounce}\n#VAR clansayings {\*hump|\*lick|\*lix|\*smooch|\*french|\*bot|\*spork|\*dance|\*sup|\*czech|\*cuddle|\*blunt|:drops a steamer in the gene pool,flushes, and waves laconically at}\n#TRIGGER {^(\*): %2 has entered Aardwolf.$} {ft %item( @friendenter, %random( 1, 10)) %2}\n#TRIGGER {^CLAN: The gates of the heavenly temple open as %1 arrives.$} {clan %if( %1==Eberk, i am king of the %ansi( high, green)SPORK%ansi( high, yellow) says, %item( @clansayings, %random( 1, 13))) %1}\n#CLASS 0[/code]', 0, 1172084160, NULL, NULL, 133),

(196, 'eberk', 1, '216.59.169.98', NULL, 'its the lgs spellup script off of the zuggsoft fourms with some Eberk made mods if you would like to see any other functions for this spellup script please leave me a personal note\n\n[code]#DELCLASS {LgSpellup}\n#CLASS {LgSpellup}\n#ALIAS lgspelluphelp {#SAY %ansi( high, white)~/~/ Spellup Script lgspellup version poonani, Written by logeth? edited by eberk ~\\~\\;#SAY;#SAY %ansi( high, Cyan)Available commands for LgSpellup Script Setup:;#SAY %ansi( high, green)-=: lgsconfig :=- " "%ansi( high, yellow)Use this to grab all new spells;#SAY %ansi( high, green)-=: Spc :=- " "%ansi( high, yellow)choose which spells to cast;#SAY %ansi( high, green)-=: Spco :=- " "%ansi( high, yellow)choose which spells to cast on other;#SAY %ansi( high, green)-=: Spu/Spu <name> :=- " "%ansi( high, yellow)starts the spellup script for you/other;#SAY %ansi( high, green)-=: Skup :=- " "%ansi( high, yellow)new addition allows skill spellup;#SAY %ansi( grey)sorry for the cheap help but at least lgs has one now}\n#CLASS 0\n\n#CLASS {LgSpellup|User Commands}\n #ALIAS lgsConfig {lgs\_sp\_config}\n #ALIAS spc {lgs\_sc\_configself}\n #ALIAS spco {lgs\_sc\_configother}\n #ALIAS spu {#IF (%null(%1)) {lgs\_su\_doself} {lgs\_su\_doother %1}}\n #ALIAS skup {@spellupskill}\n#CLASS 0\n\n#CLASS {LgSpellup|Global Functions}\n #VARIABLE lgs\_version "0.6"\n #VARIABLE lgs\_spellups ""\n #VARIABLE lgs\_others ""\n #VARIABLE lgs\_logo "%ansi(magenta)(%ansi(cyan)LgSpellup v@lgs\_version%ansi(magenta))"\n \n #ALIAS lgs\_message {#SHOW {@lgs\_logo %ansi(bold,cyan) %-1}} \n#CLASS 0\n\n#CLASS {LgSpellup|Spell Populator}\n #VARIABLE lgs\_sp\_curlevel ""\n #VARIABLE lgs\_sp\_selfs 1\n #ALIAS lgs\_sp\_config {lgs\_sp\_on;lgs\_spellups = "";lgs\_others = "";lgs\_message Finding Your Level.;score}\n #ALIAS lgs\_sp\_on {#T+ {LgSpellup|Spell Populator|Triggers}}\n #ALIAS lgs\_sp\_off {#T- {LgSpellup|Spell Populator|Triggers}}\n #ALIAS lgs\_sp\_lvlfound {lgs\_message Level Found->%ansi(bold,white)@lgs\_sp\_curlevel;lgs\_sp\_findself}\n #ALIAS lgs\_sp\_findself {lgs\_sp\_selfs = 1;spells 0 @lgs\_sp\_curlevel spellup}\n #ALIAS lgs\_sp\_findothers {lgs\_sp\_selfs = 0;spells 0 @lgs\_sp\_curlevel other}\n #ALIAS lgs\_sp\_addspell {#IF (@lgs\_sp\_selfs) {#ADDITEM lgs\_spellups "%-1"} {#ADDITEM lgs\_others "%-1"}}\n #ALIAS lgs\_sp\_finddone {lgs\_spellups = %sort(@lgs\_spellups);lgs\_others = %sort(@lgs\_others);lgs\_sp\_off;lgs\_message finished searching for spellup spells. Found %numitems(@lgs\_spellups) self spells and %numitems(@lgs\_others) other spells}\n#CLASS 0\n\n#CLASS {LgSpellup|Spell Populator|Triggers} { disable }\n #TRIGGER {Level: (%d)%s~|} {lgs\_sp\_curlevel = %1;lgs\_sp\_lvlfound}\n #TRIGGER {^Level:%s%d%s(\*)%sMana\*} {lgs\_sp\_addspell %lower(%trim(%1))}\n #TRIGGER {^%s(\*)%sMana\*} {lgs\_sp\_addspell %lower(%trim(%1))}\n #TRIGGER {~[Enter key for more or ''q'' to stop~]} {#SEND %char(13)}\n #TRIGGER {To see all the skills/spells} {#IF (@lgs\_sp\_selfs) {lgs\_sp\_findothers} {lgs\_sp\_finddone}}\n#CLASS 0\n\n#CLASS {LgSpellup|Spell Configurer}\n #VARIABLE lgs\_sc\_type 1\n #VARIABLE lgs\_sc\_current ""\n #VARIABLE lgs\_sc\_mainlist ""\n #VARIABLE lgs\_sc\_self ""\n #VARIABLE lgs\_sc\_others ""\n #VARIABLE lgs\_sc\_picklist ""\n \n #ALIAS lgs\_sc\_configself {lgs\_sc\_type = 1;lgs\_sc\_current = @lgs\_sc\_self;lgs\_sc\_mainlist = @lgs\_spellups;lgs\_sc\_createlist;lgs\_sc\_showpick}\n #ALIAS lgs\_sc\_configother {lgs\_sc\_type = 0;lgs\_sc\_current = @lgs\_sc\_others;lgs\_sc\_mainlist = @lgs\_others;lgs\_sc\_createlist;lgs\_sc\_showpick}\n #ALIAS lgs\_sc\_createlist {lgs\_sc\_picklist = "";#FORALL @lgs\_sc\_mainlist {#IF (%ismember(%i,@lgs\_sc\_current)) {#ADDITEM lgs\_sc\_picklist "%concat("\*",%i)"} {#ADDITEM lgs\_sc\_picklist "%i"}}}\n #ALIAS lgs\_sc\_showpick {#IF (@lgs\_sc\_type) {lgs\_sc\_self = %pick("p:Make Changes to Self Profile",@lgs\_sc\_picklist)} {lgs\_sc\_others = %pick("p:make Changes to Other Profile",@lgs\_sc\_picklist)}}\n#CLASS 0\n\n#CLASS {LgSpellup|Spellup}\n #VARIABLE lgs\_su\_misslist ""\n #VARIABLE lgs\_su\_self 1\n #VARIABLE lgs\_su\_target ""\n #ALIAS lgs\_su\_doother {lgs\_su\_self = 0;lgs\_su\_on;lgs\_su\_target = %1;lgs\_su\_misslist = @lgs\_sc\_others;lgs\_su\_domisses}\n #ALIAS lgs\_su\_doself {lgs\_su\_self = 1;lgs\_su\_on;lgs\_su\_checkneed}\n #ALIAS lgs\_su\_checkneed {lgs\_su\_misslist = @lgs\_sc\_self;aff}\n #ALIAS lgs\_su\_domisses {#FORALL @lgs\_su\_misslist {#IF (@lgs\_su\_self) {c ''%i''} {c ''%i'' @lgs\_su\_target}};lgs\_su\_misslist = "";rub}\n #ALIAS lgs\_su\_checkdone {#IF (%numitems(@lgs\_su\_misslist) > 0) {lgs\_su\_domisses} {lgs\_su\_done}}\n #ALIAS lgs\_su\_done {lgs\_su\_off;lgs\_message Spellup done!}\n #ALIAS lgs\_su\_on {#T+ {LgSpellup|Spellup|Triggers}}\n #ALIAS lgs\_su\_off {#T- {LgSpellup|Spellup|Triggers}}\n#CLASS 0\n\n#CLASS {LgSpellup|Spellup|Triggers} { disable }\n #TRIGGER {You rub your hands together in greedy anticipation.} {lgs\_su\_checkdone}\n #TRIGGER {You lost your concentration while trying to cast (\*).} {#ADDITEM lgs\_su\_misslist "%1"}\n #TRIGGER {You can''t concentrate enough.} {lgs\_message Spellup Aborted, most likely in combat;lgs\_su\_done}\n#TRIGGER {^(.\*?):.\*} {#IF (%ismember(%trim(%1),@lgs\_su\_misslist)) {#DELITEM lgs\_su\_misslist %trim(%1)}} "" {regex}\n #TRIGGER {Use ''saffects'' to see a short version of your affects.} {lgs\_su\_domisses}\n #TRIGGER {They aren''t here.} {lgs\_message Target left or you typoed! Aborting Spellup;lgs\_su\_done}\n#CLASS 0\n\n#CLASS {LgSpellup|Spellup|RecastSpells}\n#TRIGGER {^Your globe of invulnerability shimmers and fades.} {c ''globe of invulnerability''}\n#TRIGGER {^The bark surrounding your skin peels away, leaving you more vulnerable.} {c ''barkskin''}\n#TRIGGER {^The magic circle around you shimmers and fades away.} {c ''magic circle}\n#TRIGGER {^The texture of your skin returns to normal.} {c ''flesh armor''}\n#TRIGGER {^You are no longer blurred.} {c ''blur''}\n#TRIGGER {^You are no longer displaced.} {c ''displacement''}\n#TRIGGER {^You are no longer surrounded by your party shield.} {c ''party shield''}\n#TRIGGER {^You can no longer avoid some attacks.} {c ''avoidance''}\n#TRIGGER {^You no longer feel compressed.} {c ''compression''}\n#TRIGGER {^Your force field wavers and dissipates.} {c ''line of protection''}\n#TRIGGER {^Your force shield shimmers then fades away.} {c ''shield''}\n#TRIGGER {^Your globe of darkness vanishes.} {c ''darkness''}\n#TRIGGER {^Your magical armor wears away.} {c ''armor''}\n#TRIGGER {^Your mental barrier breaks down.} {c ''mental barrier''}\n#TRIGGER {^Your skin feels soft again.} {c ''stone skin}\n#TRIGGER {^A momentary lapse of concentration causes your thought shield to fade away.} {c ''thought shield''}\n#TRIGGER {^You feel less protected.} {c ''aid}\n#TRIGGER {^You feel yourself slow down.} {c ''accelerate}\n#TRIGGER {^You feel yourself slow down.} {c ''haste}\n#TRIGGER {^You feel less powerful.} {c ''call upon faith}\n#TRIGGER {^You no longer feel enlightened.} {c ''enlightenment}\n#TRIGGER {^Your prayer of fortune weakens.} {c ''prayer of fortune''}\n#TRIGGER {^Your intellectual fortress crumbles.} {c ''intellect fortress''}\n#TRIGGER {^You feel less perceptive.} {c ''perception''}\n#TRIGGER {^You feel the loss of your champion strength.} {c ''champions strength''}\n#TRIGGER {^You no longer feel so intelligent.} {c ''revelation''}\n#TRIGGER {^You return to the living world.} {c ''wraith form''}\n#TRIGGER {^You feel almost blind at the loss of your magical sight.} {c ''true seeing''}\n#TRIGGER {^You are no longer in harmony with your party.} {c ''party harmony''}\n#TRIGGER {^You are no longer in harmony with yourself.} {c ''self harmony''}\n#TRIGGER {^You are no longer quite so calculating.} {c ''calculation''}\n#TRIGGER {^Your mind feels less awake.} {c ''awakening''}\n#TRIGGER {^Your faith is no longer so pure.} {c ''pure faith''}\n#TRIGGER {^Your mystic might fades away.} {c ''mystic might''}\n#TRIGGER {^You no longer move at the speed of light.} {c ''lightspeed''}\n#TRIGGER {^The adrenaline rush wears off.} {c ''adrenaline control''}\n#TRIGGER {^The ball of energy around you disappears.} {c ''energy ball''}\n#TRIGGER {^You feel weaker as you question your faith.} {c ''power of faith''}\n#TRIGGER {^You feel weaker.} {c ''giant strength''}\n#TRIGGER {^You feel yourself calm down.} {c ''rally''}\n#TRIGGER {^You no longer absorb energy.} {c ''energy containment''}\n#TRIGGER {^You no longer feel so HUGE.} {c ''enhanced strength''}\n#TRIGGER {^Your body softens.} {c ''harden body''}\n#TRIGGER {^Your divine swiftness slows to a halt.} {c ''divine swiftness''}\n#TRIGGER {^Your godly embrace relaxes.} {c ''godly embrace''}\n#TRIGGER {^Your pulse slows to a normal rate.} {c ''magical rush''}\n#TRIGGER {^You feel a strong magical force surround your body.} {c ''absorb''}\n#TRIGGER {^You no longer absorb magical attacks.} {c ''absorb''}\n#TRIGGER {^You are no longer channelling energy.} {c ''channel energy''}\n#TRIGGER {^You become slightly disillusioned as your faith weakens.} {c ''divine faith''}\n#TRIGGER {^The aura around your body fades away.} {c ''indestructible aura''}\n#TRIGGER {^You are no longer one with the wolves.} {c ''wolf spirits''}\n#TRIGGER {^You feel less holy.} {c ''holy aura''}\n#TRIGGER {^You feel less righteous as the blessing upon you fades.} {c ''bless''}\n#TRIGGER {^You feel more vulnerable as the spirits leave your side.} {c ''spirit shield''}\n#TRIGGER {^You no longer feel protected by the forces of shadow.} {c ''protection good''}\n#TRIGGER {^Your anti-magic shell disappears.} {c ''antimagic shell''}\n#TRIGGER {^Your battle sense has faded.} {c ''combat mind''}\n#TRIGGER {^Your inertial barrier dissipates.} {c ''inertial barrier''}\n#TRIGGER {^Your rage ebbs.} {c ''frenzy''}\n#TRIGGER {^You no longer feel protected by the forces of light.} {c ''protection evil''}\n#TRIGGER {^You feel less in control of your will.} {c ''willpower''}\n#TRIGGER {^You feel more vulnerable to cold.} {c ''warmth''}\n#TRIGGER {^You feel more vulnerable to disease.} {c ''vaccinate''}\n#TRIGGER {^You feel more vulnerable to acid.} {c ''acidproof''}\n#TRIGGER {^You feel less protected from destructive energies.} {c ''energy shield''}\n#TRIGGER {^You feel more vulnerable to lightning.} {c ''shockproof''}\n#TRIGGER {^You feel less resistant to light.} {c ''holy mirror''}\n#TRIGGER {^You feel less resistant to poison.} {c ''toxic resistance''}\n#TRIGGER {^Your magical barrier against fire shimmers and disappears.} {c ''protection from fire''}\n#TRIGGER {^You feel solid again.} {c ''pass door''}\n#TRIGGER {^You no longer see in the dark.} {c ''infravision''}\n#TRIGGER {^You slowly float to the ground.} {c ''fly''}\n#TRIGGER {^Your metabolism reverts to its usual speed.} {c ''sustenance''}\n#TRIGGER {^Your biofeedback is no longer effective.} {c ''biofeedback''}\n#TRIGGER {^Your brilliant white aura of sanctuary shimmers and is gone.} {c ''sanctuary''}\n#TRIGGER {^You are no longer able to breathe underwater.} {c ''underwater breathing''}\n#TRIGGER {^Your moral standing is no longer cloaked.} {c ''grey aura''}\n#CLASS 0\n\n#CLASS {LgSpellup|Spellup|RecastSpells|detects}\n#TRIGGER {^The detect magic wears off.} {c ''detect magic''}\n#TRIGGER {^You feel less aware of your surroundings.} {c ''detect hidden''}\n#TRIGGER {^The red in your vision disappears.} {c ''detect evil''}\n#TRIGGER {^The gold in your vision disappears.} {c ''detect good''}\n#TRIGGER {^You can no longer sense aggression.} {c ''sense anger''}\n#TRIGGER {^You no longer detect invisibility.} {c ''detect invis''}\n#CLASS 0\n\n#CLASS {LgSpellup|Spellup|skills}\n#VAR spellupskill {sneak \n heighten\n trace\n berserk\n shadow\n transcendence}\n#CLASS 0\n\n#CLASS {LgSpellup|Spellup|skills|RecastSkillsFailed}\n#TRIGGER {^You fail to move silently.} {sneak}\n#TRIGGER {^Your senses don''t feel any more accurate!} {heighten senses}\n#TRIGGER {^You fail to merge with the shadows.} {shadow}\n#TRIGGER {^Your pulse speeds up, but nothing happens.} {berserk}\n#TRIGGER {^You made too much noise! You can still be tracked.} {trace}\n#CLASS 0\n\n#CLASS {LgSpellup|Spellup|skills|RecastSkillsOn}\n#TRIGGER {^{You no longer feel stealthy.|You emerge from the shadows.}} {sneak}\n#TRIGGER {^{You no longer pass without trace.|You are no longer traceless.}} {trace}\n#TRIGGER {^You feel your pulse slow down.} {berserk}\n#TRIGGER {^{You are no longer merged with the shadows.|You no longer move in the shadows.}} {shadow form}\n#TRIGGER {^Your senses return to normal.} {heighten senses}\n#TRIGGER {^You are no longer transcended.} {transcendence}\n#CLASS 0\n#T- {LgSpellup|Spell Populator|Triggers}\n#T- {LgSpellup|Spellup|Triggers}[/code]', 0, 1172102660, NULL, NULL, 134),