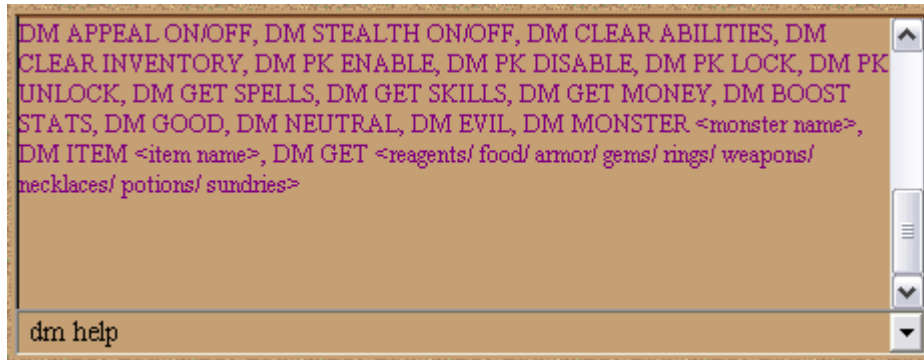# DM Commands

Note: These commands are all used in the chat Menu.
Most other commands in this help file are used by admins by the $ menu

Basic DM commands:

DM help

Show Unexplored Map Area:

Show Map

Hide Explored Map Area:

Hide Map

Become Mortal/Immortal:

DM Mortal *and* DM Immortal

Bard Warping:

go rid_<mapname>

(This is how DMs aka bards teleport.)

Take a Tour of all the screens:

DM Start tour
and
DM End Tour

Force NPC talking:

DM npc chat

(Npc talking has to be enabled but it still works in Raza if it isn't)

Admin Warping:

go <map#>

Reset Client Info:

Reset

(This is about the same as relogging on)

Change Karma:

DM Good *or* DM Neutral *or* DM Evil

Remove/Return/Lock/Unlock your Guardian Angel:

DM PK enable *and* DM PK disable *and* DM PK lock *and* DM PK unlock

Add Attribute to a Weapon:

DM create itematt <keyword>

(Keywords here)

Become anonymous:

DM Anonymous

Get full Hps/Mana/Vigor:

DM boost stats

Get all spells in the game:

DM get spells

Get all skills in the game:

DM get skills

Get all weapon ammo in the game:

DM get ammo

Get all rings in the game:

DM get rings

Get all wands in the game:

DM get wands

Get all necklaces in the game:

DM get necklaces

Get all gems in the game:

DM get gems

Get all food in the game:

DM get sundries

Get all quest objects and junk items in the game:

DM get misc

Open/Close the portal in Meridian University:

DM Portal

Get the Totem:

DM Get Totem

Get a relic:

Dm Get Relic *<RelicNumber>*

1 = Priceless Heirloom of Barloque
2 = Gold Urn
3 = Minjaka Vase
4 = Ancient Shield
5 = The Emperor's Chalice

Clear all spells and skills from you:

DM clear abilities

Show a message when you create an item:

DM Stealth ON/OFF

With stealth off, everyone in the room will see a message like this when you make an item:

Sock reaches into the void and pulls forth a plate armor!

Make it morning, afternoon or night:

DM morning DM afternoon *and* DM night

Restore the time to normal:

DM restore time

Almost Complete Invisibility:

DM Blank

(works with admins/creators only and a blue dot shows on the map for players with detect invis up)

Earthquake/Yeti/PoggEarthquake/Yeti/Pogg King Rumble Effect:

DM rumble

Show the points where monsters spawn in a room:

DM testmonstergenpoints

Show the exit points in a room:

DM testexitpoints

Show where Items spawn in a room:

DM testitempoints

Disable Log Off Penalties:

DM logoffghost on

Enable Log Off Penalties:

DM logoffghost off

Remove Disguises:

DM plain

DM DJ:

First go to the Dukes ballroom:

Goroom rid_duke5

Then use these commands to change the music:

Dm song<SongNumber>

Change <SongNumber> to any number between 1 and 50, eg:
Dm song24
(No Space between the number)

DM Disguises:

DM Disguise *<replace>*

Disguise <replace> List:

npc1
(or Yaga)
npc2
npc3
npc4
(or Joline)
npc5
npc6
king
(or watcher)
priestess
assassin

blacksmith
hermit

Yellow Name Only Quick DM Disguses:

DM armor

DM shrub

DM tree

DM ghost

DM stool

DM priestess

DM ant

DM red ant

DM human

DM cow

DM spider

DM troll

DM shadow

DM Spell List:

Agility Effect	**-**	**Boosts Agility**
Aim Effect	**-**	**Boosts Aim**
Armageddon	**-**	**Kills all monsters in the area**
Bonk	**-**	**Harmless, just for fun**
Damn	**-**	**Sends player to OOG (Out Of Grace)**
Deliverance	**-**	**Sends the player to their hometown**
Engrave	**-**	**Adds a message to an item**

(Cast Engrave, say the words you want adding to the item, and then click on it in the inventory)

Evaluate	**-**	**Shows you what the player needs to kill to improve**
Health Effect	**-**	**Boosts Health**
Insight	**-**	**Shows you players spell percentages**
Intellect Effect	**-**	**Boosts Intellect**
Mana Effect	**-**	**Boosts Mana**
Megajolt	**-**	**Attack Spell**
Mysticism Effect	**-**	**Boosts Mysticism**
Page	**-**	**Sends the player a heavenly noise**
Pardon	**-**	**Gives outlaws or murderers a white name again**
Scry	**-**	**Shows you how many points the player needs to level up**
Smite	**-**	**Instant kill of the target**
Stamina Effect	**-**	**Boosts Stamina**
Strength Effect	**-**	**Boosts Might**

Superior Hold -   **10 minute hold spell** *(cast again on the target to release)*
Vilify -   **Makes the player an outlaw or murderer**