

Client to Server Commands

Drop gold on ground

```
d_c2scmd 20 <amount>
```

Invite player to party

```
d_c2scmd 27 <id>
```

Meditate

```
d_c2scmd 46
```

Open Self Shop

```
d_c2scmd 84
```

Initiate duel with a player

```
d_c2scmd 92 <id>
```

Take your hands? (Embrace)

```
d_c2scmd 95 <id>
```

View characters information

```
d_c2scmd 99 <id>
```

Change class

```
d_c2scmd 1102 0 <id>
```

Gain gold relevant to the equation (level*100)

```
d_c2scmd 1988
```

Change pet mood maybe?

```
d_c2scmd 1989 <id>
```

Gives exp + spirit(note this is affected by the servers exp rate and can result in receiving negative experience)

```
d_c2scmd 1999
```

Add level 1 character

```
d_c2scmd 2000
```

Create item with 1 minute timer(no idea how to change timer amount needs to be looked into)

```
d_c2scmd 2001 <id>
```

Grants double experience for target player for a duration range of 0 to 14400 seconds.

```
d_c2scmd 2009 <id>
```

Gain 100 EB

```
d_c2scmd 2014
```

Expand inventory slots by amount

```
d_c2scmd 2016 <amount>
```

Makes target player spouse

```
d_c2scmd 2020 <id or 0 for divorce>
```

Clears inventory

```
d_c2scmd 4444
```

Spawns item by quantity on the ground

```
d_c2scmd 10800 <id> <quantity>
```

Gain experience by amount(note this is affected by the servers exp rate and can result in receiving negative experience)

```
d_c2scmd 10889 <value>
```

Spawns a mob/npc for the specified duration (NPCs that are spawned are not interactable)

```
d_c2scmd 10802 <id> <quantity> <spawnduration> 0
```

Fly but not broken

```
d_c2scmd 10803 66
```

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