

## >>>>WoW Gold Team ---> WoW Guides--->Quick Command Summary<<<<

Here is a summary of chat commands in the game. And you can download it as well : [WoW-Quick-Command.pdf](#)

### **Send a message:**

*In a hotkeyed channel:* [/#](#), [/c](#), [/csay](#)

*In a guild:* [/g](#), [/guild](#), [/o](#)     *In a party:* [/p](#), [/party](#), [/ra](#), [/raid](#)

*In a private message:* [/r](#), [/reply](#), [/send](#), [/t](#), [/tell](#), [/w](#), [/whisper](#)

*In a specific area:* [/s](#), [/say](#), [/y](#), [/yell](#)

*In an emote:* [/em](#), [/emote](#), [/me](#)

### **Help:**

[/?](#), [/chat](#), [/chathelp](#), [/h](#), [/help](#), [/macrohelp](#)

### **Non-verbal commands for player interaction:**

[/a](#), [/assist](#),

[/f](#), [/fol](#), [/follow](#), [/ins](#), [/inspect](#), [/tr](#), [/trade](#)

### **General commands:**

[/afk](#), [/camp](#), [/chatlog](#), [/combatlog](#),

[/dnd](#), [/exit](#), [/logout](#), [/played](#), [/pvp](#), [/quit](#),

[/run](#), [/script](#), [/tar](#), [/target](#), [/time](#), [/who](#)

### **Custom chat channel commands:**

[/ann](#), [/announce](#), [/ban](#), [/chan](#),

[/channel](#), [/chatexit](#), [/chatinfo](#),

[/chatinvite](#), [/chatleave](#), [/chatlist](#), [/chatwho](#), [/cinvite](#), [/ckick](#),

[/join](#), [/leave](#), [/mod](#), [/moderate](#),

[/moderator](#), [/mute](#), [/owner](#), [/pass](#), [/password](#), [/squelch](#),

[/unban](#), [/unmod](#), [/unmoderator](#), [/unmute](#),

[/unsquelch](#), [/unvoice](#), [/voice](#)

### **Dueling:**

[/concede](#), [/duel](#), [/forfeit](#), [/yield](#)

### **Looting:**

[/ffa](#), [/master](#), [/roundrobin](#)

### **Friends list:**

[/friend](#), [/friends](#), [/ignore](#), [/remfriend](#), [/removefriend](#), [/unignore](#)

### **Guild commands:**

[/gdemote](#), [/gdisband](#), [/ginfo](#), [/ginvite](#),

[/gleader](#), [/gmotd](#), [/gpromote](#), [/gquit](#), [/gremove](#),

[/groster](#), [/guilddemote](#), [/guilddisband](#), [/guildinfo](#),  
[/guildinvite](#), [/guildleader](#), [/guildmotd](#), [/guildpromote](#),  
[/guildquit](#), [/guildremove](#), [/guildroster](#)

**Party/Raid commands:**

[/i](#), [/inv](#), [/invite](#), [/kick](#), [/pr](#), [/promote](#), [/raidinfo](#), [/rand](#), [/random](#),  
[/rnd](#), [/roll](#), [/u](#), [/un/uninvite](#)

**Macros:**

[/m](#), [/macro](#), [/macrohelp](#)

**Special Emotes:**

[/kneel](#), [/lay](#), [/laydown](#), [/lie](#), [/liedown](#), [/sit](#), [/sleep](#), [/stand](#)

>>>>WoW Gold Team ---> WoW Guides--->Quit Command Glossary <<<<

Presented below is a listing of many commands that can be used at the chat prompt. Instructions on how to use each command are included. Several emotes that affect your ability to carry out game actions are included. For information on other emotes, please see the Additional Resources section.

Portions of commands nested inside less than (<) and greater than (>) signs are required to use the command. Optional components of commands are nested in brackets ( [ and ] ). Aliases are other forms of the command. Each version of a command is listed separately, with its corresponding aliases noted in parenthetical text. [~top](#)

Format: /CHAT COMMAND <REQUIRED TEXT> [OPTIONAL TEXT] (ALIASES AND OPPOSITE OR RELATED COMMANDS) - WHAT IT DOES.

**/#** (aliases '/c' and '/csay') - Send a message to channel #. [~top](#)

**/?** (aliases '/h' and '/help') - Display some basic commands and hotkeys.

**/a [allied target]** (alias '/assist') - Attack what an allied target is attacking. If no target is specified, assist your current target.

**/afk [message]** - Set your Away From Keyboard flag. If a message is specified, it will be sent as a reply to all private messages received.

**/ann (alias '/announce')** - Toggle join/leave announcements on a custom channel. MODERATOR ONLY.

**/announce (alias '/ann')** - Toggle join/leave announcements on a custom channel. MODERATOR ONLY.

**/assist [allied target]** (alias '/a') - Attack what an allied target is attacking. If no target is specified, assist your current target. [~top](#)

**/ban <channel name/number> [allied player]** (opposite command '/unban') - Ban an allied player from a custom channel. If no player is specified, ban your current target. MODERATOR ONLY.

**/c <#> <message>** (aliases '/#' and '/csay') - Send a message to channel #.

**/camp** (alias '/logout') - Logout to the character selection screen. A twenty second countdown and 'cancel' button are provided if you are not in an inn or major city, such as Stormwind City or Orgrimmar.

**/chan <channel name> [password]** (aliases '/channel' and '/join') - Join a channel. Only custom channels can have passwords, but they are not password-protected by default. The channel owner can set a password.

**/channel <channel name> [password]** (aliases '/chan' and '/join') - Join a channel. Only custom channels can have passwords, but they are not password-protected by default. The channel owner can set a password. [~top](#)

**/chat** (alias '/chathelp') - Display some basic chat commands.

**/chatexit <channel name/number>** (aliases '/chatleave' and '/leave') - Leave a channel.

**/chathelp** (alias '/chat') - Display some basic chat commands.

**/chatinfo [channel name/number]** (aliases '/chatlist' and '/chatwho') - List server and custom channels of which you are a member. If a channel name/number is specified, channel members are listed. The channel owner is marked by a star (\*), moderators with an 'at symbol' (@) and individuals without speech permissions with a pound sign (#).

**/chatinvite <channel name/number> [allied player]** (alias '/cinvite') - Invite an allied player to a channel. If no player is specified, invite your current target. [~top](#)

**/chatleave <channel name/number>** (aliases '/chatexit' and '/leave') - Leave a channel.

**/chatlist [channel name/number]** (aliases '/chatinfo' and '/chatwho') - List server and custom channels of which you are a member. If a channel name/number is specified, channel members are listed. The channel owner is marked by a star (\*), moderators with an 'at symbol' (@) and individuals without speech permissions with a pound sign (#).

**/chatlog** - Turn chat logging on/off.

**/chatwho [channel name/number]** (aliases '/chatinfo' and '/chatlist') - List server and custom channels of which you are a member. If a channel name/number is specified, channel members are listed. The channel owner is marked by a star (\*), moderators with an 'at symbol' (@) and individuals without speech permissions with a pound sign (#). [~top](#)

**/cinvite <channel name/number> [allied player]** (alias '/chatinvite') - Invite an allied player to a channel. If no player is specified, invite your current target.

**/ckick <channel name/number> [allied player]** - Kick an allied player out of a custom channel. If no player is specified, kick your current target. MODERATOR ONLY.

**/combatlog** - Turn combat logging on/off.

**/concede** (aliases '/forfeit' and '/yield') - Concede a duel.

**/csay <#> <message>** (aliases '/#' and '/c') - Send a message to channel #. [~top](#)

**/dnd [message]** - Set your Do Not Disturb flag. If a message is specified, it will be sent as a reply to all private messages received.

**/duel [player]** - Challenge a player to a duel. If no player is specified, challenge your current target.

**/em <message>** (aliases '/emote' and '/me') - Send an emote to players near you. Custom emotes cannot be seen by the opposing faction. [~top](#)

**/emote <message>** (aliases '/em' and '/me') - Send an emote to players near you. Custom emotes cannot be seen by the opposing faction.

**/exit** (alias '/quit') - Exit the game. A twenty second countdown, a 'cancel' button and an 'exit now' button are provided if you are not in an inn or major city, such as Stormwind City or Orgrimmar.

**/f [allied player]** (aliases '/fol' and '/follow') - Follow an allied player. If no player is specified, follow your current target. [~top](#)

**/ffa** (related commands '/master' and '/roundrobin') - Change Loot to Free for all. PARTY/RAID LEADER ONLY.

**/fol [allied player]** (aliases '/f' and '/follow') - Follow an allied player. If no player is specified, follow your current target.

**/follow [allied player]** (aliases '/f' and '/fol') - Follow an allied player. If no player is specified, follow your current target.

**/forfeit** (aliases '/concede' and '/yield') - Concede a duel.

**/friend [allied player]** (alias '/friends') - Add an allied player to your friends list. If no player is specified, add your current target. [~top](#)

**/friends [allied player]** (alias '/friend') - Add a player to your friends list. If no player is specified, add your current target.

**/g <message>** (alias '/guild') - Send a message to the guild channel.

**/gdemote [guild member]** (alias '/gualldemote') - Demote a player to the next lowest guild rank. If no member is specified, demote your current target. GUILD MASTER AND OFFICERS ONLY.

**/gdisband** (alias '/gualldisband') - Disband a guild. GUILD MASTER ONLY. [~top](#)

**/ginfo** (alias '/gualldinfo') - Display guild creation date, number of players and number of accounts.

**/ginvite [allied player]** (alias '/gualldinvite') - Invite an allied player to your guild. If no player is specified, invite your current target. GUILD MASTER AND OFFICERS ONLY.

**/gleader [guild member]** (alias '/gualldleader') - Promote a guild member to Guild Master. If no player is specified, promote your current target. GUILD MASTER ONLY.

**/gmotd <message>** (alias '/gualldmotd') - Set the message that all guild members see upon login. GUILD MASTER AND OFFICERS ONLY.

**/gpromote [guild member]** (alias '/gualldpromote') - Promote a player to the next highest guild rank. If no member is specified, promote your current target. GUILD MASTER AND OFFICERS ONLY.

**/gquit** (alias '/gualldquit') - Leave a guild. [~top](#)

**/gremove [guild member]** (alias '/gualldremove') - Remove a player from your guild. If no player is specified, remove your current target. GUILD MASTER AND OFFICERS ONLY.

**/groster** (alias '/gualldroster') - Open the guild pane of the social window.

**/guild <message>** (alias '/g') - Send a message to the guild channel.

**/gualldemote [guild member]** (alias '/gdemote') - Demote a player to the next lowest guild rank. If no member is specified, demote your current target. GUILD MASTER AND OFFICERS ONLY.

**/gualldisband** (alias '/gdisband') - Disband a guild. GUILD MASTER ONLY.

**/gualldinfo** (alias '/ginfo') - Display guild creation date, number of players and number of accounts.

**/gualldinvite [allied player]** (alias '/ginvite') - Invite an allied player to your guild. If no player is

specified, invite your current target. GUILD MASTER AND OFFICERS ONLY.

**/guildleader [guild member]** (alias '/gleader') - Promote a guild member to Guild Master. If no player is specified, promote your current target. GUILD MASTER ONLY. [~top](#)

**/guildmotd <message>** (alias '/gmotd') - Set the message that all guild members see upon login. GUILD MASTER AND OFFICERS ONLY.

**/guildpromote [guild member]** (alias '/gpromote') - Promote a player to the next highest guild rank. If no member is specified, promote your current target. GUILD MASTER AND OFFICERS ONLY.

**/guildquit** (alias '/gquit') - Leave a guild.

**/guildremove [guild member]** (alias '/gremove') - Remove a player from your guild. If no player is specified, remove your current target. GUILD MASTER AND OFFICERS ONLY.

**/guildroster** (alias '/groster') - Open the guild pane of the social window.

**/h** (aliases '/?' and '/help') - Display some basic commands and hotkeys. [~top](#)

**/help** (aliases '/?' and '/h') - Display some basic commands and hotkeys.

**/i [allied player]** (aliases '/inv' and '/invite') - Invite an allied player to a party/raid. If no player is specified, invite your current target. PARTY/RAID LEADER ONLY.

**/ignore [allied player]** (opposite command '/unignore') - Add an allied player to your ignore list. If no player is specified, add your current target.

**/ins [allied player]** (alias '/inspect') - Inspect an allied player. If no player is specified, inspect your current target.

**/inspect [allied player]** (alias '/ins') - Inspect an allied player. If no player is specified, inspect your current target.

**/inv [allied player]** (aliases '/i' and '/invite') - Invite an allied player to a party/raid. If no player is specified, invite your current target. PARTY/RAID LEADER ONLY.

**/invite [allied player]** (aliases '/i' and '/inv') - Invite an allied player to a party/raid. If no player is specified, invite your current target. PARTY/RAID LEADER ONLY. [~top](#)

**/join <channel name> [password]** (aliases '/chan' and '/channel') - Join a channel. Only custom channels can have passwords, but they are not password-protected by default. The channel owner can set a password.

**/kick [party/raid member]** (aliases '/u', '/un' and '/uninvite') - Remove a party/raid member from the group. If no player is specified, remove your current target. PARTY/RAID LEADER ONLY.

**/kneel [target]** (emote) (opposite command '/stand') - Your character kneels, or kneels before the target. Moving your character in any direction will cause them to stand. Many commands and spells cannot be used while kneeling.

**/lay [target]** (emote) (aliases '/laydown', '/lie' and '/liedown') (opposite command '/stand') - Your character lies down, or lies down before the target. Moving your character in any direction will cause them to stand. Many commands and spells cannot be used while lying down. [~top](#)

**/laydown [target]** (emote) (aliases '/lay', '/lie' and '/liedown') (opposite command '/stand') - Your character lies down, or lies down before the target. Moving your character in any direction will cause them to stand. Many commands and spells cannot be used while lying down.

**/leave <channel name/number>** (aliases '/chatexit' and '/chatleave') - Leave a channel.

**/lie [target]** (emote) (aliases '/lay', '/laydown' and '/liedown') (opposite command '/stand') - Your character lies down, or lies down before the target. Moving your character in any direction will

cause them to stand. Many commands and spells cannot be used while lying down.

**/liedown [target]** (emote) (aliases '/lay', '/laydown' and '/lie') (opposite command '/stand') - Your character lies down, or lies down before the target. Moving your character in any direction will cause them to stand. Many commands and spells cannot be used while lying down. [~top](#)

**/logout** (alias '/camp') - Logout to the character selection screen. A twenty second countdown and 'cancel' button are provided if you are not in an inn or major city, such as Stormwind City or Orgrimmar.

**/m** (alias '/macro') - Opens the Create Macros window.

**/macro** (alias '/m') - Opens the Create Macros window.

**/macrohelp** - Display a basic explanation of macro creation.

**/master [party member]** (related commands '/ffa' and '/roundrobin') - Change Loot to Master looter, and the specified player to the master looter. If no player is specified, the currently targeted player becomes master looter. If no player is specified or targeted, you become master looter. PARTY/RAID LEADER ONLY. [~top](#)

**/me <message>** (aliases '/em' and '/emote') - Send an emote to players near you. Custom emotes cannot be seen by the opposing faction.

**/mod <channel> [channel member]** (alias '/moderator') (opposite commands '/unmod' and '/unmoderator') - Flag a channel member as a moderator of a custom channel. If no player is specified, flag your current target. MODERATOR ONLY.

**/moderate** - Turn a custom channel's moderation on/off. OWNER ONLY.

**/moderator <channel> [channel member]** (alias '/mod') (opposite commands '/unmod' and '/unmoderator') - Flag a channel member as a moderator of a custom channel. If no player is specified, flag your current target. MODERATOR ONLY. [~top](#)

**These are raid commands used to assign people the role of main tank or main assist. You need to be the raid leader or raid assist and then you target the person in your raid and type [~top](#)**

**/mt** - assigns target that's in your party a 'main tank' role

**/ma** - assigns target that's in your party a 'main assist' role

**/mtoff** - removes 'main tank' role from target that is in your party

**/maoff** - removes 'main assist' role from target that is in your party

**/mute >channel< [channel member]** (aliases '/squelch' and '/unvoice') (Opposite commands '/unmute', '/unsquelch' and '/voice') - Prevent a channel member from speaking in a custom channel. If no player is specified, mute your current target. MODERATOR ONLY.

**/o <message>** - Send a message to the guild officer channel.

**/owner <channel> [player]** - Change (OWNER ONLY) or display channel owner.

**/p <message>** (alias '/party') - Send a message to the party channel.

**/party <message>** (alias '/p') - Send a message to the party channel.

**/pass <channel> [password]** (alias '/password') - Change channel password. If a new password is not specified, the previous password is still removed. MODERATOR ONLY. [~top](#)

**/password <channel> [password]** (alias '/pass') - Change channel password. If a new password is not specified, the previous password is still removed. MODERATOR ONLY.

**/played** - Display the amount of time the character has been played, and the amount of time

the character has been played at their current level.

**/pr [party/raid member]** (alias '/promote') - Promote a party/raid member to leader. If no player is specified, promote your current target. PARTY/RAID LEADER ONLY.

**/promote [party/raid member]** (alias '/pr') - Promote a party/raid member to leader. If no player is specified, promote your current target. PARTY/RAID LEADER ONLY.

**/pvp** - Turn on your PvP flag, or set it to expire in five minutes. Any PvP activity, unwanted or not, will reset the timer to five minutes.

**/quit** (alias '/exit') - Exit the game. A twenty second countdown, a 'cancel' button and an 'exit now' button are provided if you are not in an inn or major city, such as Stormwind City or Orgrimmar.

**/r <message>** (alias '/reply') - Reply to the last private message. You can scroll through all the people that sent you private messages recently by pressing the tab key. [~top](#)

**/ra <message>** (alias '/raid') - Send a message to the raid channel.

**/raid <message>** (alias '/ra') - Send a message to the raid channel.

**/raidinfo** - Display all instances to which you are saved, and their reset timers.

**/rand [X] [Y]** (aliases '/random', '/rnd' and '/roll') - Generates a random number between X and Y. If Y isn't specified, then it will generate a number between 1 and X. If neither is entered, it will generate a number between 1 and 100. This is very useful to determine who's going to have the right to loot a chest or harvest a resource. Using /rand will send the text to your party or raid wherever they are instead of the local area around the player that used /rand. [~top](#)

**/random [X] [Y]** (aliases '/rand', '/rnd' and '/roll') - Generates a random number between X and Y. If Y isn't specified, then it will generate a number between 1 and X. If neither is entered, it will generate a number between 1 and 100. This is very useful to determine who's going to have the right to loot a chest or harvest a resource. Using /random will send the text to your party or raid wherever they are instead of the local area around the player that used /random. [~top](#)

**/remfriend [player]** (alias '/removefriend') - Remove a player from your friends list. If no player is specified, remove your current target.

**/removefriend [player]** (alias '/remfriend') - Remove a player from your friends list. If no player is specified, remove your current target.

**/reply <message>** (alias '/r') - Reply to the last private message. You can scroll through all the people that sent you private messages recently by pressing the tab key. [~top](#)

**/rnd [X] [Y]** (aliases '/rand', '/random' and '/roll') - Generates a random number between X and Y. If Y isn't specified, then it will generate a number between 1 and X. If neither is entered, it will generate a number between 1 and 100. This is very useful to determine who's going to have the right to loot a chest or harvest a resource. Using /rnd will send the text to your party or raid wherever they are instead of the local area around the player that used /rnd. [~top](#)

**/roll [X] [Y]** (aliases '/rand', '/random' and '/rnd') - Generates a random number between X and Y. If Y isn't specified, then it will generate a number between 1 and X. If neither is entered, it will generate a number between 1 and 100. This is very useful to determine who's going to have the right to loot a chest or harvest a resource. Using /roll will send the text to your party or raid wherever they are instead of the local area around the player that used /roll. [~top](#)

**/roundrobin** (related commands '/ffa' and '/master') - Set Loot to Round robin. PARTY/RAID LEADER ONLY.

**/run <script>** (alias '/script') - Run a script.

**/s <message>** (alias '/say') - Send a message to players near you.

**/say <message>** (alias '/s') - Send a message to players near you.

**/script <script>** (alias '/run') - Run a script.

**/send <allied player> <message>** (aliases '/t', '/tell', '/w' and '/whisper') - Send a message to an allied player.

**/sit [target]** (emote) (opposite command '/stand') - Your character sits, or sits before the target. Moving your character in any direction will cause them to stand. Many commands and spells cannot be used while sitting. [~top](#)

**/sleep [target]** (emote) (aliases '/lay', '/laydown' and '/lie') (opposite command '/stand') - Your character lies down, or lies down before the target. Moving your character in any direction will cause them to stand. Many commands and spells cannot be used while lying down.

**/squelch <channel> [channel member]** (aliases '/mute' and '/unvoice') (Opposite commands '/unmute', '/unsquelch' and '/voice') - Prevent a channel member from speaking in a custom channel. If no player is specified, squelch your current target. MODERATOR ONLY.

**/stand** (emote) (opposite commands '/kneel', '/lay', '/laydown', '/lie', '/liedown', '/sit' and '/sleep') - You stand. MUST BE KNEELING, LYING DOWN OR SITTING. [~top](#)

**/t <allied player> <message>** (aliases '/send', '/tell', '/w' and '/whisper') - Send a message to an allied player. [~top](#)

**/tar <any characters>** (alias '/target') - Target the nearest Character, NPC or mob whose name starts with the specified characters.

**/target <any characters>** (alias '/tar') - Target the nearest Character, NPC or creature whose name starts with the specified characters.

**/tell <allied player> <message>** (aliases '/send', '/t', '/w' and '/whisper') - Send a message to an allied player.

**/time** - Display your local time.

**/tr [allied player]** (alias '/trade') - Open a trade window with an allied player. If no player is specified, trade with your current target. [~top](#)

**/trade [allied player]** (alias '/tr') - Open a trade window with an allied player. If no player is specified, trade with your current target.

**/u [party/raid member]** (aliases '/kick', '/un' and '/uninvite') - Remove a party/raid member from the group. If no player is specified, remove your current target. PARTY/RAID LEADER ONLY.

**/un [party/raid member]** (aliases '/kick', '/u' and '/uninvite') - Remove a party/raid member from the group. If no player is specified, remove your current target. PARTY/RAID LEADER ONLY.

**/unban <channel name/number> [allied player]** (opposite command '/ban') - Unban an allied player from a custom channel. If no player is specified, ban your current target. MODERATOR ONLY.

**/unignore [player]** (opposite command '/ignore') - Remove a player from your ignore list. If no player is specified, remove your current target.

**/uninvite [party/raid member]** (aliases '/kick', '/u' and '/un') - Remove a party/raid member from the group. If no player is specified, remove your current target. PARTY/RAID LEADER ONLY.

**/unmod <channel> [channel moderator]** (alias '/unmoderator') (opposite commands '/mod' and '/moderator') - Remove a moderator flag from a channel member. If no player is specified,

unflag your current target. MODERATOR ONLY. [~top](#)

**/unmoderator <channel> [channel moderator]** (alias 'unmod') (opposite commands '/mod' and '/moderator') - Remove a moderator flag from a channel member. If no player is specified, unflag your current target. MODERATOR ONLY.

**/unmute <channel> [channel member]** (aliases 'unquelch' and '/voice') (Opposite commands '/mute', '/squelch' and '/unvoice') - Permit a channel member to speak in a channel. MODERATOR ONLY.

**/unquelch <channel> [channel member]** (aliases 'unmute' and '/voice') (Opposite commands '/mute', '/squelch' and '/unvoice') - Permit a channel member to speak in a channel. MODERATOR ONLY. [~top](#)

**/unvoice <channel> [channel member]** (aliases '/mute' and '/squelch') (Opposite commands '/unmute', '/unquelch' and '/voice') - Prevent a channel member from speaking in a custom channel. If no player is specified, unvoice your current target. MODERATOR ONLY. [~top](#)

**/voice <channel> [channel member]** (aliases 'unmute' and 'unquelch') (Opposite commands '/mute', '/squelch' and '/unvoice') - Permit a channel member to speak in a channel. MODERATOR ONLY. [~top](#)

**/w <allied player> <message>** (aliases '/send', '/t', '/tell' and '/whisper') - Send a message to an allied player.

**/whisper <allied player> <message>** (aliases '/send', '/t', '/tell' and '/w') - Send a message to an allied player.

**/who [n-"name"]1 [g-"guildname"]1 [z-"zone"] [c-"class"] [r-"race"] [# or #-#]2** - Search for allied players who are online and have the specified attribute(s). If no attributes are specified, players in your zone within three levels of your level are shown. If there is more than one match, the Who pane of the Social window opens to display the results.

**1** The name and guildname attributes can each be as few as three characters. All players with the specified characters anywhere in their name or guildname are shown. You can use either or both attributes, and specify the same or different values for each. **2** This attribute allows you to search for players of a specific level, or within a level range. [~top](#)

**/y <message>** (alias '/yell') - Yell broadcasts a message to players in a very large area around your character.

**/yell <message>** (alias '/y') - Yell broadcasts a message to players in a very large area around your character.

**/yield** (aliases '/concede' and '/forfeit') - Concede a duel. [~top](#)