

Gaius

Wiki on everything Gaius Cicereius and Gaius Plus

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- Channel Types
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FAQ

Dashboard?

At this time, we plan to provide one in the future.

Premium

View all the details and subscribe for Gaius Cicereius+ [here](#).

Configuration

Permissions

You'll need the following roles to use the commands marked with these icons

Everyone	Moderator+	Admin+	Gaius+
	Moderator	Admin	Gaius+ Feature

All configuration/setting commands require a role with `Administrator` or a role marked as Admin with Gaius.

Prefix

Sometimes bots overlap with their prefixes if that's the case for you with Gaius' default prefix `!`, then you can easily change it to suit your needs.

Command	About	Example
<code>!prefix</code>	Changes the prefix	<code>!prefix !!</code>
<code>!checkprefix</code>	Displays the current prefix	<code>!checkprefix</code>

Auto Delete

Want command messages like `!ban`, `!mute`, `!purge` etc deleted upon successful execution? (Enabled by default)

Command	About	Example
<code>!autodel</code>	Toggle autodel	<code>!autodel</code>

Notifications Feed

This will send error reports and important bot announcements into your designated channel.

<code>!module notifications</code>	Sets up the process for the notifications channel
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Required Reason (for mod commands)

<code>!module reqreason</code>	Requires mod commands like kick, ban, and mute to have a reason in order to be performed
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Admins

Admins have the most power whilst using Gaius. They can configure the bot freely and completely for the specific guild. It is very much recommended to only give the "Owner" role the "Admin" permissions for Gaius. Admins are automatically exempt from Auto-mod measures.

Command	Description	Example
<code>!admin add rolename</code>	Sets the role as bot admin.	<code>!admin add Admins</code>
<code>!admin rem rolename</code>	Removes that role as bot admin.	<code>!admin rem Admins</code>
<code>!admin list</code>	List all current admin roles.	<code>!admin list</code>

Moderators

Moderators are the chat police for guilds. Mods cannot configure the bot, however, they can use a range of commands to moderate servers. Mods are also automatically exempt from Auto-mod measures.

Command	Description	Example
<code>!mod add rolename</code>	Sets the role as bot moderator.	<code>!mod add Mods</code>

<code>!mod rem rolename</code>	Removes that role as bot mod.	<code>!mod rem Mods</code>
<code>!mod list</code>	Lists all current mod roles.	<code>!mod list</code>

Helpers

Helpers are like trial mods, they have instant access to the `!warn` command only. They are also exempt from Auto-mod measures.

Command	Description	Example
<code>!helper add rolename</code>	Sets the role as bot helper.	<code>!helper add Helpers</code>
<code>!helper rem rolename</code>	Removes that role as bot helper.	<code>!helper rem Helpers</code>
<code>!helper list</code>	Lists all current helper roles.	<code>!helper list</code>

Bypass Roles

Roles marked with the bypass command will be ignored by Gaius when it comes to auto-mod measures, just like staff.

Command	Description	Example
<code>!bypass add rolename</code>	Adds that role to the bypass.	<code>!bypass add Trusted</code>
<code>!bypass rem rolename</code>	Removes role as bypass.	<code>!bypass rem Trusted</code>
<code>!bypass list</code>	Lists all current bypass roles.	<code>!bypass list</code>
<code>!bypass help</code>	Displays help embed.	<code>!bypass help</code>

List of Bypasses

- Filter
 - Invite
 - URL
 - Spam
 - Duplicate
 - Mention
 - Emoji
 - Newline
 - Image
 - Slowmode
-

Aliases

Aliases can be quite useful. Let's say you want to have users use the bird command but want !burb to work too. You can add an alias for the bird command so !burb triggers the bird command.

You can also disable let's say the ban command entirely and only allow alias versions you make like !bean.

Command	Description
!alias command force !alias ban force	Ignore this command and only accept aliases of it
!alias command trigger !alias ban bean	Use this as an alternative to the specified command Now bean will execute the ban command
!alias ban force	Now the ban command only works via aliases
!alias list	Display all aliases

Command	Description
!unalias command force	Removes the force alias
!unalias command trigger	Removes the trigger alias
!unalias ban force	
!unalias kick	

Permission Tuning

Restrict

Restrict a command or module to only be used in a certain channel, by a certain role, or by a certain user. Supply what type by adding role and rolename, member mention, or a channel mention.

!help restrict	Displays the help embed and examples.
!restrict ban @Mention !restrict ban Moderator !restrict ban @Moderator !restrict ban #staff	Restrict who and where the ban command can be utilized.
!cmdperm ban	Display current tuned settings for the ban command.

Allow

Allows command permissions override, so that the designated, channel, role, or member can use the command. This is for use when someone does NOT have permission to use a command and you want them to.

!help allow	Displays the help embed and examples.
!allow kick @Mention !allow kick Helpers !allow kick @Helpers	Restrict who and where the kick command can be utilized.
!cmdperm kick	Display current tuned settings for the kick command.

Block

Block usage of a command or module by specific members, roles or in a specific channel. Supply what type of ignore by adding **server**, **role** and **rolename**, **member mention**, or a **channel mention**.

This is for use when someone HAS permission to a command, but you don't want them too.

!help block	Displays the help embed and examples.
!block mute @Mention !block mute Trial-Mods !block mute @Trial-Mods !block mute #General	Restrict who and where the kick command can be utilized.
!cmdperm mute	Display current tuned settings for the mute command.

Free

Clean a command of usage restrictions, takes command or module name and the same format as allow and block.

This is for when you block, restrict etc a command or module. You can use Free to undo it.

!help free	Displays the help embed and examples.
!free kick	Frees the command/module of all restrictions on it.

Modules

Commands

Create custom commands for your community with variable outputs and settings. Great for social and minor utility commands.

REQUIRES: Manage Messages, Embed Links

Setup

Command	Description
!module commands	Enable/Disable the module
!learn input output	Learn a new command
!unlearn input	Unlearn a command
!cmds	View all local commands

Shortcodes

Put these at the end of your command to give it special effects

%message	Message contents
%server	Server name
%channel	Channel name
%me	Mentions the command issuer
%user	First mentioned user
%target	Sets the person to receive a dm if %dm is used, just for the first-mentioned user
%dm	Sets the output to DM
%c CommandName Example: %cwarn	Full message into the command designated.
%embed	Sets output to embed
%admin	Admin only command

<code>%cd #%</code> Example: %cd 10%	Cooldown in minutes
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Restrictions

<code>{require: role, role, role}</code>	Require that the person using the command have a certain role or roles, you can use either an id or name, roles must be spaced by a comma.
<code>{deny: role, role, role}</code>	Require that the person using the command NOT have a certain role or roles, you can use either an id or name, roles must be spaced by a comma.
<code>{role: role, +role, -role}</code>	Add, remove, or toggle a role for the person using the command, a + is a role to be added only, a - is for a role to removed only, and not using either will remove or add the role if the member has it or not. Roles must be spaced by a comma.

Examples

Warn + Custom message.

Because why not? This command will issue a warn for the message provided while also sending the message above the warn DM.

- `?learn TEST %target %dm %message %cwarn`
- `?test @mention Behave yourself.`

DM + Verbal Warn

The user will receive an embedded DM telling them their avatar must be SFW.

```
?learn avatar Notify: %server requires users to have SFW avatars.
Failure to adhere to these requirements may result in punishment from staff %user. %target %dm
```

Welcomes

Post welcome and leave messages for users. Utilize rich embeds, Direct Messages and more to suit your needs.

REQUIRES: Manage Messages, Embed Links

Welcomes will not be posted for users blocked by BlankAvatar and JoinAge.

Setup

Command	Description
<code>!module welcome</code>	Enable/Disable the module.
<code>!setchannel welcome #channel</code>	Set the welcome channel
<code>!setchannel leave #channel</code>	Set the leave channel
<code>!setwelcome current</code>	Display current welcome
<code>!setwelcome new CONFIG</code>	Set a new welcome message
<code>!settype welcome embed/text/dm</code>	Set the type of welcome
<code>!settype leave embed/text</code>	Set the type of leave
<code>!setdelete seconds</code>	Auto delete welcome/leaves after X seconds.
<code>!setleave disable</code>	Disable leave messages
<code>!settype verifywait</code>	Post welcomes once users go through Verify

Setting up welcomes

1. Enable the welcome module
 2. Mark the welcome channel with `!setchannel #channel`
 3. Set the type of message you'd like welcomes to appear in using: `!settype welcome embed/text/dm`
 4. Now it's time to set up the actual welcome message you want for your server, the next section will go over that process which is pretty easy!
-

Making your welcome message

You have two options when it comes to doing this, make it from scratch or use one of our pre-made templates you can just modify as needed. If you want to use one of our template filters you can check them out below.

Variables

Display Shortcodes	Shortcodes
\$plain:	%user%
\$plain: disable	%guild%
\$title:	
\$desc:	
\$thumb:	
\$img:	
\$field:	
\$color:	
%user%	
%guild%	

Template Examples

Example #1

```
!setwelcome new $plain: plain text goes here
$title: Title
$desc: Description
$thumb: URL (or use %user% for user avatar)
$img: URL
$field: Field name %% Content$color: Any type of color code accepted by Discord
```

Example #2

```
!setwelcome new $plain: This is plaintext, it goes above the welcome message$title: This is
the title, it's bolded at the top$desc: This is the description of the embed, it goes
directly below the title
```

\$thumb: %user%

\$field: This is the field name %% This is the field value\$color: undefined

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Verification

REQUIRES: Manage Roles, Manage Messages, Embed Links

Setup

The command you set for users to use to start verification will use your current prefix. For example, if you make the command `Accept` and your prefix is `!` then users will do `!Accept`

Command	Description
<code>!module verify</code>	Enable/Disable the module
<code>!setverify</code>	Setup Verify

When you're ready to set up the Verify module, enable it and then do `!setverify`.

HELP: My roles aren't being assigned!

If a role is not being assigned when verification is attempted, ensure the following:

- The role Gaius comes with has permission to manage roles
- The role Gaius comes with is above the roles you are trying to assign
- Gaius is able to read/send in the verification channel (unless you're using DM verify)
- If you're using DM verify, ensure users are able to receive DM's

Captcha

This is a feature is only available on [Gaius Cicereius+](#).

When users join your server Gaius+ will DM the user having them go through a custom made captcha. This captcha is internal in Discord so your users do not have to open their browsers and spend time outside your community to get verified.

When you start the setup for Verify there will be an option for enabling Captcha. This option will only work with Gaius Plus authorized servers.

Gatekeeper

REQUIRES: Manage Roles, Manage Messages, Embed Links

About

Gatekeeper is service for verifying and filtering new users in communities based on select social media accounts. Using Discords OAuth system Gaius can have new users go through a verification process.

This allows owners to have new users require an account on select platforms like Reddit, YouTube etc. Using these owners can require new users to have X Reddit karma, minimum account age, specific game owned on steam etc.

Setup

Command	Description
!module gatekeeper	Enable/Disable the module.
!gatmsg title Text	Set the title for gatekeeper messages.
!gatmsg desc Text	Set the description for gatekeeper messages.
!gate list	Display all your gates.
!gate add/delete/remove platform	Add/Remove that gate.

Supported Platforms

Platform	Options
Reddit	Username, Karma, Creation Date (Age)
Steam	Username, Games owned, Total hours, VAC Bans, Eco Bans
YouTube	Username

Tickets

REQUIRES: Manage channels, Manage Messages, Embed Links

Setup

The `?pobox` command will configure the mailbox where tickets will be initially dumped and how they are handled.

Command Example `?pobox Category HelpDesk`

Command	Description
<code>!pobox current</code>	Current settings for POBox.
<code>!pobox channel #channel</code>	Where tickets will be posted.
<code>!pobox category Modmail</code>	Where ticket channels are made.
<code>!pobox agelimit</code>	The minimum account age needed to submit tickets.
<code>!pobox response Ticket sent, talk to you soon!</code>	Once the mail is submitted, what gets sent to users.
<code>!pobox responsetype embed/text</code>	Type of response message to give.
<code>!pobox newmailmsg New ticket submitted. %tid.</code>	New ticket message for staff. Appears in the ' channel '.
<code>!pobox forcedump</code>	Whether or not to force dumping of a ticket into the ' channel ' and in a specific format, valid input is ' html ', ' text ', or ' off '.
<code>!pobox newmailtype</code>	Type of response message to give in ' channel '

NOTE: When using **newmailmsg** and **response** you are allowed to use multiple flags for variables, listed below

Variables

Variable	Description
<code>%name</code>	Mentions the ticket sender.

%tag	Username##### of ticket sender.
%id	UserID of the ticket sender.
%date	Date of ticket submission.
%tid	Ticket ID
%mid	Message-ID from ticketing channel.
%guild	Server Name
%content	Content of the ticket entirely
%uimg	Avatar URL of the ticket sender.

Administration

Command	Description
!module tickets	Enable/Disable the module.
!assign userid ticketid	Assigns the staff member to, and opens if need be, a given ticket. Requires a member reference <i>and</i> ticket number.
!unassign userid ticketid	Unassigns a staff member from the ticket.
!closeticket ticketid	Closes the given ticket, marking it resolved and deleting the channel. Will also create a full dump of the channel if requested.
!ticketstatus ticketid	Displays the given ticket status.
!blockticket userid	Prevents that user from submitting tickets.
!unblock userid	No longer prevents that user from submitting tickets.

Public

Command	Description
!send	Send a ticket to the staff of this server. This is completely private. Upon activation the bot will DM you asking for input, waiting up-to 10 minutes.

Suggest & Report

REQUIRES: Manage Messages, Embed Links

Suggestions

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Some servers love to hear what users want to see on the server or changed, the Suggest feature is great for handling these since it allows for the suggestions to appear in a specific channel and allow users to vote on them.

Setup

Command	Description
!set suggest on/off	Toggle suggestions.
!set suggest #channel	Where suggestions go.

Public

Command	Description
!suggest Your suggest described	Submits your suggestion.

Reports

Image not found or type unknown



Example of a user reporting someone

This feature allows users to report user(s) for malicious activity to local staff.

Setup

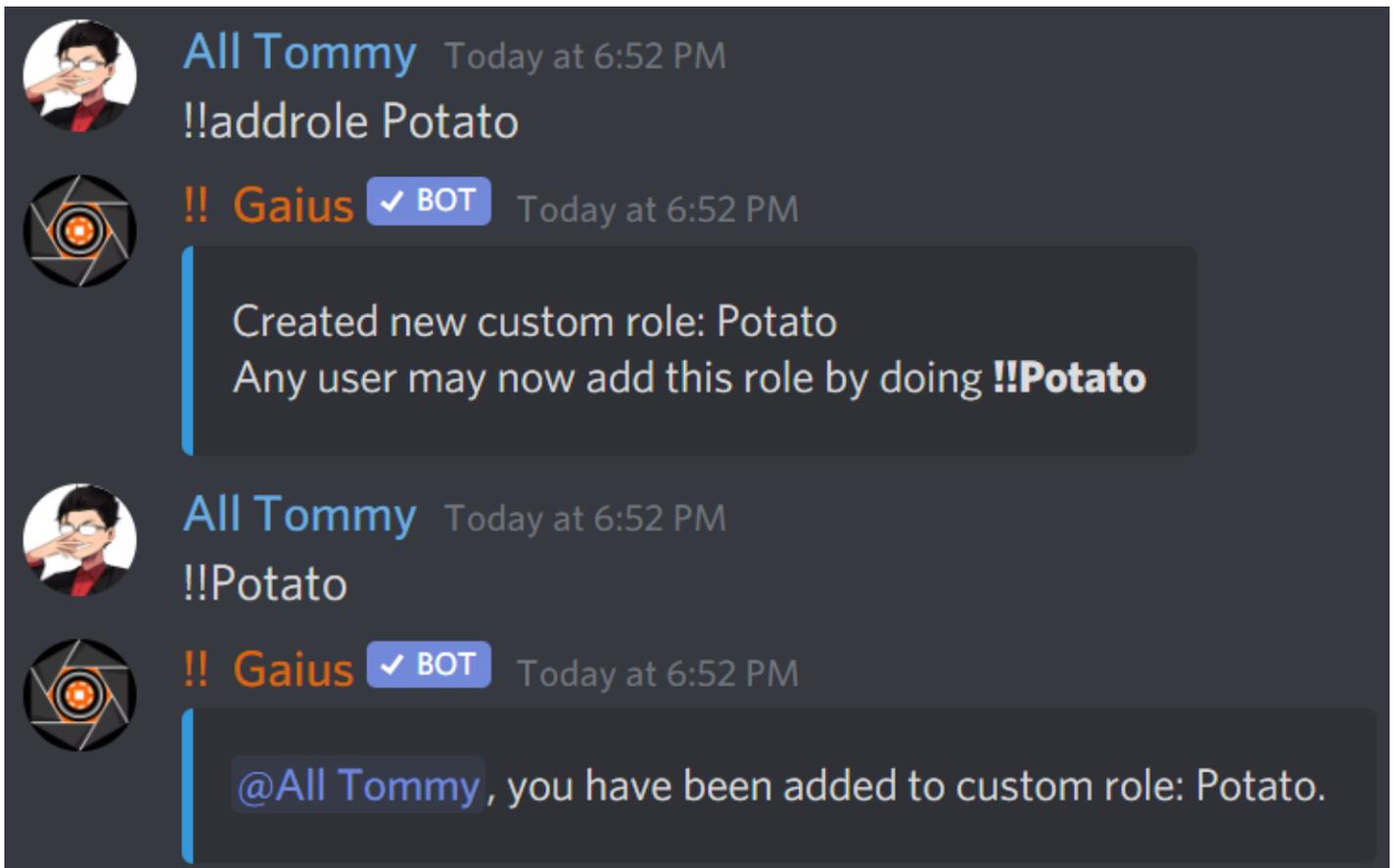
Command	Description
!set reports on/off	Toggle reports.
!set reports #channel	Where reports go.

Public

Command	Description
!report UserID/Mention reason	Reports the user.

Roles

REQUIRES: Manage Messages, Embed Links



Setup

Command	Description
<code>!module roles</code>	Enable/Disable the module.
<code>!addrole rolename</code>	Allows that role to be self-assigned.
<code>!addrole @rolename</code>	Allows that role to be self-assigned.
<code>!delrole rolename</code>	No longer allows self-assigning of that role.

<code>!setdesc rolename description</code>	Sets the description for the role.
<code>!roleslist</code>	Displays all self-assignable roles.
<code>!reset rolename</code>	Removes that self-assignable role from everyone with it.

Roleopt

<code>!roleopt rolename add options</code> <code>!roleopt Member add auto, perma</code>	Add options to a custom role Gives the member role automatically and permanently.
<code>!roleopt rolename rem options</code>	Removes the options from the custom role.

Roleopt options

<code>unique</code> <code>unique2</code> <code>unique3</code>	Let users choose only one role within the unique group. Create a second group of roles you can only choose one from. Create a third group of roles you can only choose one from.
<code>reset</code>	Assign this to a role you'd like to reset and use the <code>!reset</code> command
<code>perma</code>	Once a role with this option is self-assigned/given it cannot be removed
<code>auto</code>	Automatically assign this to users upon join
<code>vc</code>	Automatically assigned to users when they join a voice channel
<code>timer</code> <code>timer10</code>	Automatically remove the role from the user after X minutes

Assigning roles

<code>!role userID/@mention rolename</code> <code>!role userID/@mention +rolename</code> <code>!role userID/@mention -rolename</code>	Toggle the role for the user. Only add the role to the user. Only remove the role from the user.
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!role all rolename
!role all +rolename
!role all -rolename

Toggle the role for everyone in the server.
Only add the role to everyone in the server.
Only remove the role from everyone in the server.

Reaction Roles

REQUIRES: Manage Messages, Send Links, Add Reactions

This is a feature reserved for [Gaius Cicereius+](#), our Patreon bot.

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Setup

Command	Description
<code>!setrolereact #channel</code>	Start adding a new reaction role.
<code>!setrolereact current</code>	Displays current reaction roles.
<code>!setrolereact delete messageID</code>	Delete the reaction roles for that message.

StatTrack

Create channels to display your server mini-stats. Even display a clock used for events etc in your community if you so choose.

REQUIRES: Manage channels

Members

A member online count tracker that updates a customizable channel to display the number of total online members when a member comes online, DND, idle, or vice versa.

Setup

This is ordered by usage. Start with the first and move down the list. The **bold text** represents the stat type, underline is the channel name or channel ID.

Example	Description
!stattrack add members <u>channelName</u>	Sets the channel for the Member counter.
!stattrack msg <u>channelname</u> %d Members	Sets the stat format.
!stattrack enable <u>channelName</u>	Enables the Member counter.
!stattrack disable <u>channelName</u>	Disables the Member counter.
!stattrack delete <u>channelName</u>	Deletes the Member counter on that channel. (Y/N)
!stattrack current	Display current Stat channels will also, remove deleted ones.

Developer Version

Channel ID Examples	Description
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!statrack add members <u>Channel ID</u>	Sets the channel for the Member counter.
!statrack msg <u>Channel ID</u> %d Members	Sets the stat format.
!statrack enable <u>Channel ID</u>	Enables the Member counter.
!statrack disable <u>Channel ID</u>	Disables the Member counter.
!statrack delete <u>Channel ID</u>	Deletes the Member counter on that channel. (Y/N)

Online

A member online count tracker that updates a customizable channel to display the number of total online members when a member comes online, DND, idle, or vice versa.

Setup

This is ordered by usage. Start with the first and move down the list. The **bold text** represents the stat type, underline is the channel name or channel ID.

Example	Description
!statrack add online <u>channelName</u>	Sets the channel for the Online counter.
!statrack msg <u>channelName</u> %d Online	Sets the stat format.
!statrack enable <u>channelName</u>	Enables the Online counter.
!statrack disable <u>channelName</u>	Disables the Online counter.
!statrack delete <u>channelName</u>	Deletes the Online counter on that channel. (Y/N)
!statrack current	Display current Stat channels will also, remove deleted ones.

Developer Version

Channel ID Examples	Description
!statrack add online <u>channel ID</u>	Sets the channel for the Online counter.
!statrack msg <u>channel ID</u> %d Online	Sets the stat format.

!stattrack enable <u>channel ID</u>	Enables the Online counter.
!stattrack disable <u>channel ID</u>	Disables the Online counter.
!stattrack delete <u>channel ID</u>	Deletes the Online counter on that channel. (Y/N)

Server Age

A server age counter which tracks the age of the server.

Setup

This is ordered by usage. Start with the first and move down the list. The **bold text** represents the stat type, underline is the channel name or channel ID.

Example	Description
!stattrack add age <u>channelName</u>	Sets the channel for the Age counter.
!stattrack msg <u>channelName</u> %d days old.	Sets the stat format.
!stattrack enable <u>channelName</u>	Enables the Age counter.
!stattrack disable <u>channelName</u>	Disables the Age counter.
!stattrack delete <u>channelName</u>	Deletes the Age counter on that channel. (Y/N)
!stattrack current	Display current Stat channels will also, remove deleted ones.

Developer Version

Channel ID Examples	Description
!stattrack add age <u>channel ID</u>	Sets the channel for the Age counter.
!stattrack msg <u>channel ID</u> %d days old.	Sets the stat format.
!stattrack enable <u>channel ID</u>	Enables the Age counter.
!stattrack disable <u>channel ID</u>	Disables the Age counter.

!statrack delete <u>channel ID</u>	Deletes the Age counter on that channel. (Y/N)
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Clock

A clock that updates every minute. It can display the day of the week, month, year, and timezone. The message is completely customizable.

Setup

This is ordered by usage. Start with the first and move down the list. The **bold text** represents the stat type, underline is the channel name or channel ID.

A list of all applicable time zones in the setup can be found [here](#).

Example	Description
!statrack add clock <u>channelName</u>	Sets the channel for the clock.
!statrack msg <u>channelName</u> %t %tzPST	Sets the stat format.
!statrack enable <u>channelName</u>	Enables the Clock.
!statrack disable <u>channelName</u>	Disables the Clock.
!statrack delete <u>channelName</u>	Deletes the Clock on that channel. (Y/N)
!statrack current	Display current Stat channels will also, remove deleted ones.

Developer Version

Channel ID Examples	Description
!statrack add clock <u>channel ID</u>	Sets the channel for the clock.
!statrack msg <u>channel ID</u> %t %tzPST	Sets the stat format.

!statrack enable <u>channel ID</u>	Enables the Clock.
!statrack disable <u>channel ID</u>	Disables the Clock.
!statrack delete <u>channel ID</u>	Deletes the Clock on that channel. (Y/N)

Variables

%wd	Weekday	Sunday
%t	Time	8:49pm
%tz ZONE %tz PST %tz EST %tz CST etc...	Timezone to use	PST
%-DST	Stops using DST time	
%24	24HR clock	21:49
%d	Day of the week	14
%m	Month	7
%y	Year	2020

Some examples would be

Currently %wd %t %tzEST %-DST	Currently Sunday 8:49pm
%d %m %t %tzEST %24	14 7 21:49
%wd %d %m %y	Sunday 14 7 2019
%t %tzEST %wd	8:49 pm Sunday

Modules

Notifications

Posts notifications for errors, issues and other various opt-in notification.

REQUIRES: Send messages, Embed Links

Setup

!module notifications

[Reply mentioning the channel you want notifications in](#)

Enable/Disable the module

Moderation

Handbook

Bans ([Page](#))

Command	Description
!ban mention/UserID reason	Bans the user from the guild
!ban @mention @mention reason	Ban multiple users at once
!ban UserID UserID reason	Ban multiple users at once
!unban username	Unbans the user from the guild
!tempban mention/UserID time reason	Tempbans the user from the guild Time length types: 1d 1h 1m 1s

Kicks ([Page](#))

Command	Description
!kick mention/UserID reason	Kicks the user from the guild
!kick @mention @mention reason	Kick multiple users at once
!kick UserID UserID reason	Kick multiple users at once
!softban mention/userID reason	Kicks the user and deletes the messages from them within the last 24 hours

Mutes ([Page](#))

Command	Description
!mute mention/userID time reason	Mutes the specified user Time length types: 1d 1h 1m 1s
!unmute mention/userID	Unmutes the user
!vcmute mention time	Voice mutes the mentioned user for X minutes

!vcunmute mention	Voice unmutes the mentioned user
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Warns ([Page](#))

Description	Perm
!warn mention/UserID reason	Warns the specified user
!warnlist mention/UserID	Displays all the warns for the user
!warnlist like search text	Displays all warn logs with users containing the specified text
!warnlist mod mention	Displays all the warns the mod has issued
!warnlist all	Displays all warns on your server
!pardon WarnID	Pardons the warn

Purger ([Page](#))

Command	Description
!purge number	Purges the specified amount of messages from the channel
!purge number @mention	Purges the specified amount of messages from a specific user in the channel
!purge number text	Purges the specified amount of messages with that text/letter in the channel

User Information ([Page](#))

Command	Description
!user mention/UserID	Displays detailed information about a user
!rapsheet mention/UserID	Look up the punishment history, mutes, kicks, and bans of a member.

Voice Moderation ([Page](#))

Command	Description
!vcmute mention time	Voice mutes the mentioned user for X minutes
!vcunmute mention	Voice unmutes the mentioned user

Emergency channel locks ([Page](#))

Command	Description
!lock	Disable @everyone perms to talk in that channel
!unlock	Re Enable @everyone perms to talk in that channel

Bans

REQUIRES: Ban, Manage Messages (If using -d)

Setup

Command	Description
!module bans	Enable/Disable the module.
!allow ban role Moderator	Allows the role Moderator to use the ban command.
!block ban role Moderator	No longer allows the Moderator role to use the ban command.

Staff

Command	Description
!ban @mention/userID <i>OptionalReason</i>	Bans the user
!ban @mention @mention @mention <i>OptionalReason</i>	Bans multiple users
!ban userid userid userid <i>OptionalReason</i>	Bans multiple users
!unban username/userID	Unbans the user
!tempban @mention/userID days <i>OptionalReason</i>	Bans the user from your guild for the set amount of days.

Banmsg

Set up a message that will be sent to the user when they are banned, provided they have direct messages open. Provide 'off' to turn it off. It can be used for appeal links etc.

Command	Description
!banmsg message	Sets the ban message sent upon being banned.

Kicks

REQUIRES: Kick, Manage Messages (**Softbans**)

Setup

Command	Description
!module kicks	Enable/Disable the module

Staff

Command	Description
!kick @mention/userID <i>OptionalReason</i>	Kicks the user.
!kick @mention @mention <i>OptionalReason</i>	Kicks multiple users.
!kick userid userid <i>OptionalReason</i>	Kicks multiple users.
!softban @mention/userID <i>OptionalReason</i>	Kicks the user and deletes the last 24hours of their messages.

Warns

REQUIRES: Manage Messages

Setup

Command	Description
!module warns	Enable/Disable the module
!pwarnings ?	Display information for the command
!pwarnings list	Display your current settings
!purgewarn WarnID	Completely deletes the warning from the record
!pwarnings number punishment	Sets an auto punishment for when users reach the specified amount of warns
!pwarnings autopurge days	Automatically purge warnings after X days
!pwarnings autopardon days	Automatically pardon warns after X days
!pwarnings multiplier #	Sets the multiplier to X times the amount of the previous auto-mute punishment

Punishments

When utilizing **pwarnings** you can set punishments to be executed at different amounts of warns.

- Ban
- Kick
- Mute
 - `!pwarnings 1 mute 10` would mute people for 10 minutes at their first warning.

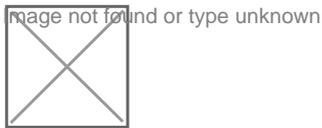
Staff

Command	Description
---------	-------------

!warnlist mod mention	Displays all warns issued by the mod
!warn mention/userID reason	Warns the specified user
!rewarn warnID New reason	Changes the warn reason.
!warnlist mention/userID	Displays all the warns for the user
!warnlist like searchText	Displays all warn logs with users containing the specified text
!warnlist all	Displays all warns on your server
!pardon WarnID	Pardons the warn

What are Warn IDs?

Every warn has an ID when issued. This ID is can be used for the Purgewarn and Pardon command. You can see the WarnID below is 3.



The Warn ID here is 3

What are Pardoned warns?

Warns that are pardoned will show up in !warnlist as strikethrough text. This means it will not count towards auto punishments but will remain on the record.

Mutes

REQUIRES: Manage Roles, Manage Channels (If channel overwrite)

Mute Types

When you enable the mutes module you'll be presented with 3 mute type choices. Simply reply in the chat with the Type name you want.

Type	Description
Role	Will remove all the roles a member has and add a mute role the bot creates. Then it will re-add the roles after the mute expires.
Cleanrole	The same as role except for the bot first removes all roles associated with the member. Upon unmute, the member will receive all their roles back.
Overwrites	Will automatically put channel overrides in every channel blocking their permissions.

Staff

Command	Description
!module mutes	Enable/Disable the module.
!switchm	Redo your Mute type.
!mute @mention/userID time <i>OptionalReason</i>	Mutes the specified user. Time length types: 1d 1h 1m 1s
!unmute @mention/userID	Unmutes the user.
!vcmute @mention time	Voice mutes the mentioned user for X minutes.
!vcunmute @mention	Voice unmutes the mentioned user.
!switchm	Switches from channel-based muting to role-based.

Note

By default mutes are in minutes. However you can issue mutes in more precise times for example:

- !mute @Tommyfoxy2#3058 1d 1h 1m Spamming chat with 1's
- **Translation:** 1day 1hour 1minute mute for Spamming chat with 1's

Voice Chat Tools

REQUIRES: Mute Members, Move Members

Commands

Command	Description
<code>!vcmute @mention time</code>	Voice mutes the mentioned user for X minutes
<code>!vcunmute @mention</code>	Voice unmutes the mentioned user
<code>!vckick @mention/UserID</code>	Voice kicks the user(s), accepts list format. <i>!vckick userid userid userid</i> <i>!vckick mention mention mention</i>
<code>!vcmove</code>	See note below this table to learn how to use this

How do I use !vcmove

Move users from one designated voice channel to another. The bot will join the designated channel, move the bot to the channel you would like to move the users to and it will move them.

1. Set the start point for the move, where are the users you want to move to? **!vcmove Solo**
2. Now move Gaius to the channel you want them in now. **For example, move Gaius from the Solo to the Duo voice channel**
3. Now all the users you wanted have been moved to Duo

Purger

REQUIRES: Manage Messages

Commands

Command	Description
<code>!module purger</code>	Enable/Disable the module
<code>!purge number</code>	Purges the specified amount of messages from the channel
<code>!purge number @mention</code>	Purges the specified amount of messages from a specific user in the channel
<code>!purge number @rolemention</code>	Purges the specified amount of messages from a specific role in the channel
<code>!purge number text</code>	Purges the specified amount of messages with that text/letter in the channel

Advanced Purging

Example: `!purge 10 images` will purge the last 10 images in the channel.

Variable	Description
role	Whether or not to check for roles
mentioned	The role or user id to look for
not	Whether to invert all options except the role
startswith	Check if 'themsg' ends the string
endswith	Check if 'themsg' ends the string
links	Checks for links
bots	Check for messages by bots
text	Check for messages containing text

images	Check for messages containing only image attachments
Invites	Check for messages containing invites only
Embeds	Check for messages containing embeds

Panic

REQUIRES: Manage Roles

Panic

Auto mutes all new users that join your server via a created role.

Setup

Command	Description
!panic	Enable/Disable panic mode.

Auto Panic

This feature is reserved for Gaius Plus only. [Learn more.](#)

When several users join within a few seconds Gaius will automatically engage panic mode muting users that join henceforth till disabled by a member of staff.

Setup

Command	Description
!setautopanic ?	Displays help embed.
!setautopanic on/off	Enable/Disable auto panic.
!setautopanic current	Displays current settings.
!setautopanic users number	Users needed to trigger AP.
!setautopanic time number	Time to check for the needed amount of users to trigger.

!setautopanic users 5	The minimum users needed to trigger AP is 5 now. (Default is 5 users)
!setautopanic time 25	Minimum seconds to check for 5 users joining to trigger AP. (Default is 25 seconds)

The example numbers above translate simply to, if 5 users join within 25 seconds, Panic mode will automatically be enabled and all new users joining will be muted via role.

Channel Locks

REQUIRES: Manage Channel, Manage Permissions

Small freeze, simply turns the @everyone role to not be able to speak in the channel you do it in, basic stuff.

Commands

Command	Description
!lock	Disable @everyone perms to talk in that channel
!unlock #channel	Re-Enable @everyone perms to talk in that channel

WHOIS

REQUIRES: Embed Links

Staff

Command	Description
!user mention/UserID	Displays detailed information about a user
!getid mention	Posts the userID of the mentioned user
!get mention/UserID	Displays brief information about the user
!guildinfo	Displays information about your guild

SmartPrune

REQUIRES: Kick

A smart prune that will remove people based on certain aspects. You can specify **avatar** to remove everyone with a blank avatar or **invite** to remove all active invites with less than x uses.

Commands

Command	Description
!smartprune avatar	Kicks all users without custom avatars
!smartprune invite uses	Removes all invites with less than the stated number of uses

Freeze & Thaw

REQUIRES: Manage Channels, Manage Permissions

This feature is reserved for Gaius Plus only. [Learn more.](#)

Freeze the server by denying everyone permission to speak or add reactions, for after raid clean up and mid raid stopping. **Thaw** a server from "**freeze**" restoring all previous permissions that were present before the freeze.

Staff

Command	Description
?freeze	Freezes the server completely
?thaw	Restores the server to its previous state

Slowmode

REQUIRES: Manage Channel, Manage Messages

Setup

Command	Description
!slowmode number	Sets that channels slowmode to the specified number of seconds
!slowmode 0	Turns slowmode off in that channel
!slowmode ?	Displays current slowmode configuration
!slowmode #channel number	Sets that channels slowmode
!slowmode server number	Sets a serverwide slowmode

Auto-moderation

BotLog

REQUIRES: Manage Messages, Embed Links

Standard Logging

Doing `!toggle log` in a channel will automatically enable all log types to be posted in that channel.

Command	Description
<code>!toggle log</code>	Enables all logging in that channel.
<code>!toggle type</code> <code>!toggle bans</code>	Toggles that type to the channel.
<code>!toggle #channel type</code> <code>!toggle #logs bans</code>	Set that log to the channel.
<code>!toggle -1 type</code> <code>!toggle -1 bans</code>	Disables that log type
<code>!toggle</code>	View current settings

Available log types

- Bans
- Warns
- Kicks
- Mutes
- Images
- Spam
- Filters

Extreme Logging

This is a feature reserved for [Gaius Cicereius+](#), our Patreon bot.

Command	Description
!exlog	View current settings.
!exlog log	Toggles all types on/off in that channel.
!exlog #channel logtype	Set that log type to the channel.
!exlog -1 logtype	Disables that log type.
!exlog ignore	Exlogs will not record that channel.

Exlog types

Name	Logs
member_add	User joins, account age and other user information.
member_remove	User leaves, when they joined and what roles they had.
member_update	Nickname changes, roles and so forth per user.
user_name	Username changes.
user_pic	When users change profile pictures, displays previous if possible as well.
vc_join	When users join a voice channel and which one.
vc_leave	When users leave a voice channel and which one.
vc_change	When users change voice channels and to which ones.
message_delete	Deleted messages, content, author, channel etc.
message_bulk	This will detail when a BOT mass deletes messages. It will dump a text file with a collection of message_delete style logs.
message_update	Logs before and after copies of edited messages.
role_update	Logs when a role is edited and what was changed.
role_delete	Logs when a role is deleted.
channel_create	When channels are created.
channel_delete	When channels are deleted.
channel_update	When channels are edited.

Anti-Spam

We offer highly customizable anti-spam. The settings are ideal by default, but, if you'd like to configure them yourself, you can view that information below. You may also turn off any of these settings by supplying the number -1. Notify and name doesn't need -1.

Overview

Foundation

<code>!auto ?</code>	Display auto-configuration help embed
<code>!auto</code>	Display current settings
<code>!auto modstaff</code>	Force anti-spam and filters to apply to your moderators.
<code>!auto notify</code>	Should users be notified when they trigger automod?
<code>!filter ignore auto</code>	Disable anti-spam in the channel.
<code>!filter ignore auto #channel</code>	Disable anti-spam in the mentioned channel.

Mentions

Limitations you can require for mentions. The last two are used to handle mention spam.

<code>!auto mention 5</code>	Amount of mentions allowed in a single message
<code>!auto mentiontime 5</code>	The amount of seconds to wait for the mentionlimit to be triggered across multiple messages.
<code>!auto mentionlimit 5</code>	Amount of mentions per message, includes the same mentions and unique mentions

Anti-Spam

These are various limitations you can require messages to stay within. You can disable a setting by doing -1 as the number.

Time and limit are inversely related. This means that setting the time lower has the same effect as setting the limit higher. For high-speed chats setting the limit higher is better as it reduces the chance of a quick 3 or 4 messages from triggering.

For low-speed chats setting the time lower is best as it'll be more sensitive to quick spam messages.

<code>!auto limit 5</code>	Amount of messages to check for
<code>!auto time 5</code>	Amount of time to check for spammed messages
<code>!auto duptime 5</code>	Time between messages to wait for duplicates.
<code>!auto tolerance 2</code>	If someone posts a duplicate of a previous message with a difference of 2 letters or less, it will be deleted. The difference between messages to tolerate in terms of letters changed.
<code>!auto newline 10</code>	Amount of lines allowed per message
<code>!auto emoji 10</code>	Max amount of emojis per message

Auto Punishments

Escalate punishments overtime when users trigger anti-spam. When setting the punishments those will only be applied at the number set. This means you can do let's say `!auto warn 1` and then `!auto warn 2` so warns are issued for their first and second violation of anti-spam.

To remove a warn punishment at 1 you can do let's say `!auto warn 1` again to toggle it off.

<code>!auto mutetime 20</code>	The number of minutes the auto-mute should last.
<code>!auto mute 1</code>	Auto mute users for the first violation.
<code>!auto kick 2</code>	Auto kick users for their second violation.
<code>!auto ban 3</code>	Auto ban users for their third violation.
<code>!auto warn 1</code>	Auto warn users for their first violation.

!auto cooldown 5	Amount of minutes between anti-spam triggers before de-escalating the punishments
------------------	---

User Checks

The name setting is tied to the filters you have enabled. If a user tries to nickname or has a username with a word on any of your enabled word filters their name will be edited to remove the offending content.

!auto name	Automatic name censor on member join and when someone changes their name.
!auto status	Automatic status censor on member join and when someone changes their custom status.

JoinAge

REQUIRES: Ban, Kick or Manage Roles (if mute).

[AccountTooYoung.png](#)

Image not found or type unknown

Setup

Sets the account age restriction for the server as well as the punishments executed upon violation.

Command	Description
<code>!setjoinage ?</code>	Displays help embed.
<code>!setjoinage current</code>	Displays current settings.
<code>!setjoinage off</code>	Disables joinage
<code>!setjoinage 5</code>	Sets the required age to 5 days minimum.
<code>!setjoinage mute/kick/ban 5</code>	Sets the punishment and required age.
<code>!setjoinage mute/kick/ban</code>	Execute that action if unable to meet the age requirements.
<code>!passport userid</code>	Allows that user to bypass joinage.

Durations

Joinage allows you to set very specific age requirements.

Command Example	Description
<code>!setjoinage ban 3d 12h 6m 2s</code>	The minimum age needed is 3d 12h 6m 2s . Failure to meet that results in ban.
<code>!setjoinage mute 30m</code>	Mutes the user for 30 minutes if too young.

Auto-moderation

BlankAvatar

Requires: Ban, Kick or Manage Roles (if mute).

[BlankAvatar.png](#)

Image not found or type unknown

Setup

Requires users that join to have a custom avatar in order to join. Failure to have one will result in the set punishment.

Command	Description
!auto blankavatar	Enable/Disable the blankavatar filter.
!auto blankavatar ban/kick/mute	Execute that action if no avatar set.
!passport userid	Allows that user to bypass blankavatar.

Banned Words

REQUIRES: Manage messages

<p>Filter.png</p> <p>Image not found or type unknown</p> <p>Banned word example</p>	<p>BanName.png</p> <p>Image not found or type unknown</p> <p>Banned word example with variables.</p>
---	--

Setup

Command	Description
!banword word !banword potato	Bans the word.
!banword word, word !banword potato, tomato	Bans multiple words.
!unbanword word !unban potato	Unbans the word.
!unbanword word, word !unban potato, tomato	Unbans multiple words.
!filter clear	Empties your filter.
!banword insert your regex here %regex	Ban a custom regex

Variables

Variable	Description
%w	Only the exact match.
%b	Check only the beginning of words.
%e	Check only the end of words.
%c	Case sensitive (100% match only)

%mute	Auto perma mute.
%mute6	Auto 6 minute mute.
%warn	Auto warn.
%kick	Auto kick.
%ban	Auto ban.
%name	Only apply that banned word to names/nicknames.
%regex !banword n[il1]+g{2,}(er a)' %regex	Applies your given regex Blocks common variations of the word nigger
%notify (REQUIRES: the Notifications module)	Posts a notification through the Notifications module
%notifynd (REQUIRES: the Notifications module)	Posts a notification through the Notifications module <u>But will not delete the banned word.</u>

You can filter usernames based on your banned words with **!auto name** which checks joins and name updates.

([Learn more](#))

Tuning

Command	Description
!filter ignore text	Ignores text filters in the channel.
!filter ignore text #channel	Ignores text filters in that channel.
!filter recog text	No longer ignores text filters in the channel.
!filter recog text #channel	No longer ignores text filters in that channel.
!filter view ignores	View all active ignores in your server.
!filter view local	View your current banned words list.

Example Bulk Bans

Example	Notes
!banword pop, pizza, bacon	

!banword pop, pizza %mute, bacon %kick	
!banword pop %kick, pizza, %kick	
!banword rude %name, potato %name %kick	
!unbanword pop, pizza, bacon	You do not need to include variables when unbanning words. Just the plain word itself only.

Template Filters

REQUIRES: Manage Messages

[image-1587021284194.png](#)

Image not found or type unknown

Template Filters

We've created and tuned categorized filters so you don't have to spend time thinking about every possible bad word to ban.

Filters

Recommended	A master overall recommended list we put together.
Swears	Blocks a majority of common swear words.
Inappropriate	Blocks a majority of inappropriate words.
Offensive	Blocks a majority of offensive words.
COPPA	Blocks underage leaks/reveals. (ONLY AVAILABLE TO OUR VERIFIED PROGRAM)

Setup

Command	Description
!filter name	Enables/Disables that filter.
!filter recommended	Toggles the recommended filter.

!filter view name	PM's a copy of the filter.
!filter ignore text #OptionalChannel	Ignores the text filter in that channel.
!filter recog text #OptionalChannel	No longer ignores the text filter in that channel.

Customize

Merge a template with your local Banned Words so you can customize it for your server. Once merged you can use banword and unbanword to customize it.

Example	Description
!merge recommended	Merges the recommended filter.
!unmerge filter	Unmerges the recommended filter.

NSFW Filter

Our image scanning may not always be accurate as we use a third party API to handle the massive load of images we process. So bare with us if a rare issue arises.

One of our best (and most popular) features is our image filtering. This allows Gaius to keep NSFW images off of your server and keep you, and your users safe from nasty imagery.

Levels

A	" Adult " - Filter off (Default setting)
T	" Teen " appropriate and under images only
E	" Everyone " appropriate only - Kid-friendly

Setup

Command	Description
!censor letter	Sets the image tolerance level.
!filter ignore URL #OptionalChannel	Ignores the NSFW & URL filter in that channel.

!filter recog URL #OptionalChannel

No longer ignores the NSFW & URL filter in that channel.

NOTE: Gaius will auto ignore all NSFW channels and not filter images in them.

URL & Invites

REQUIRES: Manage Messages

Invite Filter

[Invite.png](#)

Image not found or type unknown

Filter invites in your community. For example: **discord.gg/**, **discordapp.com/invite**, etc.

Setup

Command	Description
<code>!filter invite</code>	Enable/Disable the invite filter.
<code>!whitelist add invitelink</code>	Allows that invite to be posted.
<code>!whitelist rem invitelink</code>	No longer allows that invite.
<code>!whitelist list</code>	Displays allowed links.
<code>!filter ignore invite #OptionalChannel</code>	Ignores invites in the channel again.

!filter recog invite #OptionalChannel	Filters invites in the channel again.
!filter ignore invert invite #OptionalChannel	Ignores invites in all channels except for the current or mentioned channel.

URL Filter

Filter all HTTP and HTTPS links in your server.

Setup

Command	Description
!filter URL	Enable/Disable the URL filter.
!whitelist add link	Allows that link to be posted.
!whitelist rem link	No longer allows that link.
!whitelist list	Displays allowed links.
!filter ignore URL #OptionalChannel	Ignores URL's filter in the channel again.
!filter recog URL #OptionalChannel	Filters URL's in the channel again.
!filter ignore invert URL #OptionalChannel	Ignores URL's in all channels except for the current or mentioned channel.

Channel Types

REQUIRES: Manage Messages

Types

Type	Description
Image	Only allow image attachments.
URL	Allows URL's as well but no accompanying text.
Text	Allows text only if accompanied by a URL or attachment.

Setup

Command	Description
<code>!ct #OptionalChannel type</code>	Sets the channel type for that channel.
<code>!ct #OptionalChannel type off</code>	Removes the channel type for that channel.

BanSync

REQUIRES: Ban

This feature is reserved for Gaius Plus only. [Learn more.](#)

Upon BanSyncing with a server, both bans and unbans will be linked between the servers.

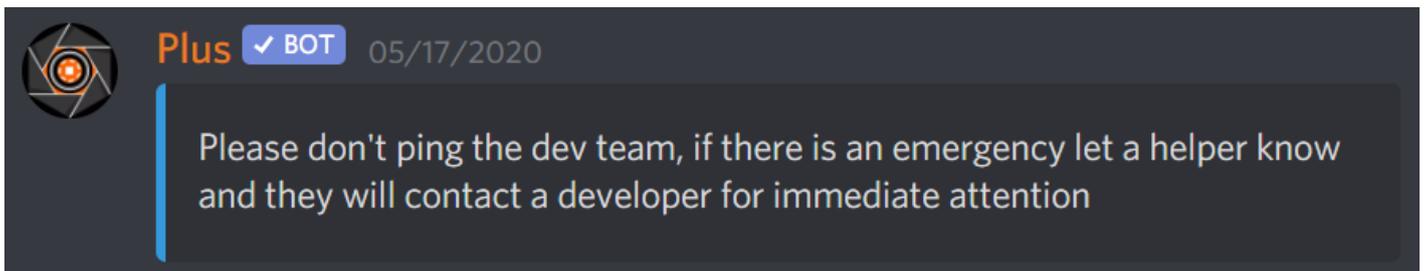
Setup

Command	Description
!bansync	The base command for BanSync.
!bansync open	Opens the server for BanSync requests.
!bansync close	Closes the server to BanSync requests.
!bansync add serverID	Request a BanSync with the specified server.
!bansync rem serverID	Removes a BanSync with the specified server.

BlockTag

Block user or role tags in chat so that the message is automatically deleted. You can either define a custom message or let the bot default one for you.

REQUIRES: Manage Messages



Setup

<code>!blocktag ID optional message</code> <code>!blocktag 104425482757357568 This user is AFK!</code> <code>!blocktag @Tommyfoxy2#0001 This user is AFK!</code> <code>!blocktag @Staff Do not ping staff unless needed!</code>	Blocks the given tag or role from being mentioned.
<code>!unblocktag ID</code> <code>!unblocktag 104425482757357568</code> <code>!unblocktag @Tommyfoxy2#0001</code> <code>!unblocktag @Staff</code>	Unblocks the given tag or role.